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No. 49 MAY 1989
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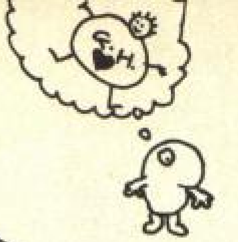
Screen shots from various systems

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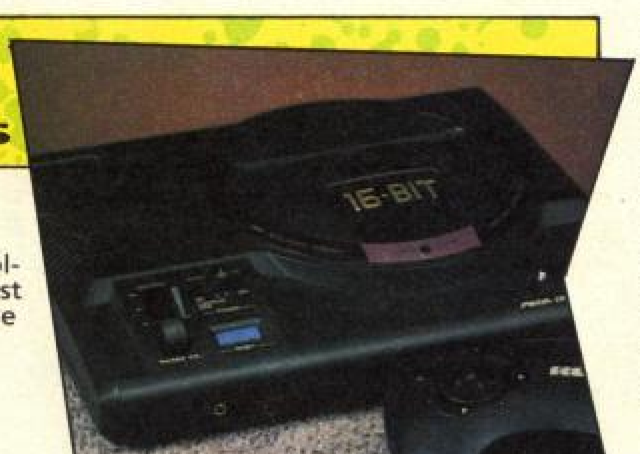


ZZAP! C64 AMIGA

ISSUE 49 MAY, 1989

CONTENTS

FATTY FEATURES



12 ARE YOU CONSOLE KER-RAZY?
We, the members of the ZZAP! team, solemnly tell you what we think is the best console around at the moment; then we pass round the ginger beer, toffee apples and Vaseline.

43 THE ZZAP! GAMES INDEX
All the games from Issues 38-48 are catalogued, alphabeticised and stuck in this nice, twee section for your perusal. Gimme another meatball, Gerald.

56 ME BIG TIPS
12 pages of roister-doistering Frank Sidebottom impressions, maps of BATMAN and ROBOCOP ana dash of saucy wit and humour from the Son of Flint.

GRISTLY GAMES

18 RENEGADE III
Kick the cutesy characters, kill the clubbing cavemen, crush the carnivorous creatures and kiss me quick in this rather nice game.

20 CYBERNOID 2
Is this the perfect way to upgrade an 8-bit Sizzler or is this the perfect way to upgrade an 8-bit Sizzler? *(Answers on a postcard only).*

24 VOYAGER
If you want a traditional pot-pourri of genres with a fine balance of addictiveness and difficulty, look no further than this. *(courtesy of ZZAP! cliches Inc.)*

70 SILKWORM
Both the 64 and Amiga coin-op conversions were sooooo good, we gave them a Sizzler apiece. Aren't we the nice ones?

78 ROBOCOP
Spot the Frank Sidebottom quote: 'Stay out of trouble'; 'Dead or alive, you're coming with me'; 'I'll buy that for a Dollar!'; 'Your move, creep'; 'Get back in your box. Blimey!'.

80 WAR IN MIDDLE EARTH
Is the 16-bit Advanced Professional Frodo Simulator worth cashing in your One Ring for? The ZZAP! team tell it to you straight – in a thousand fewer pages than Tolkien did.

REGULAR RASHERS

7 EDITORIAL GREASE
Diet Man Strikes Back in the Revenge of the Killer Carbohydrate; tussling with fatty bacon, soggy chips and mounds of pink blancmange, he manages to tell us about the games, the names and the claims to fame. It all sounds the same.

8 THE WORD
Little snipp-ettes on SHINOBI, MARS COPS and GREEN GILBERT, 10 things you didn't know about Ken, and just *why* there's a black cat next to a box of SANXION.

31 LLOYD'S RRAP
Our favourite paper-bag wearer basks in the luxury of five pages, chats about a crrap rrap, gives us another cartoon and does it all his way.

36 CHUCK VOMIT
Chuck spews up some severed heads, retches a couple of minced billy-goats and regurgitates this month's software selection.

39 ZZAP! CLASSIFIEDS
The only classifieds column in the cosmos that wore a condom before it came out.

41 SCORES
The Scorelord gets all bashful, turns bright red and refuses to say anything.

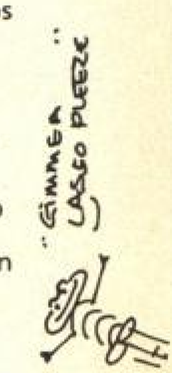
47 RESULTS
Flushed after his Hotline success, Ken D Fish takes us on a tour of subaquatic wonder, gives us those 0898 numbers in full, and tells us the one BIG thing that's going to be on ZZAP! next month. Anchovy smells abound.

50 WALKER'S PUDDING AT GAS MARK 4
Martin 'Axe-person' Walker tells it to you straight. Mix the flour, eggs, sugar and milk together, stir in the currants and plums, and cook the lot in a medium oven for an hour.

52 DR FREY'S ZZUPERSTORE
Is he a man or a chicken? Does he really torture small children and teddy bears? No, but he's got bargains a-plenty and games more than twenty.

86 COR BLIMEY!
Strewth! I was off out for some Lilian Gish for me Kidney punch when this geezer comes up to me and sez 'Oi, mush! Did you spill my salmon and trout?' So I kicks 'im in the orchestra stalls, gi's 'im an Oliver Twist in the Newington Butts and gets 'im to write this month's Budget section. That showed 'im.

89 PORCINE PREVIEWS
More pigs than you can comfortably eat introduce a trotter of FORGOTTEN WORLDS, a haunch of AAARGH!, a BOMBER wrapped in tripe, and a couple of MYSTERY GAMES boiled inside a black pudding.



EDITORIAL ***47 Gravel Hill, Ludlow, Shropshire SY8 1QS*** ☎ **0584 5851/2/3 Editor:** Gordon Houghton **Assistant Editor:** Kati Hamza **Staff Writers:** Matthew Evans, Lloyd Mangram, Paul Rand **Designer:** Mark Kendrick **Senior Designer:** Wayne Allen **Assistant Designers:** Melvyn 'The Mel' Fisher, Yvonne Priest **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writer:** Martin Walker **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** ***1/2 King Street, Ludlow, Shropshire SY8 1AQ*** ☎ **0584 5851/2/3 Production Manager:** Jonathan Rignall **Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Sales Executives:** Sarah Chapman, Lee Watkins **Assistants:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Islington Place, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

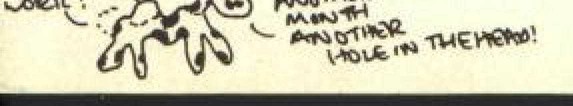
COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prize of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.

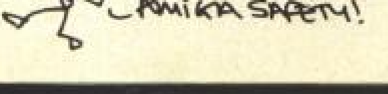
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ZZAP! BIG ED

When the boat comes back



The last week of this month's schedule brought with it all the Sizzlers you'll find in this issue – no less than seven of them! The best of the 64 crop includes *Renegade III*, *Silkworm* and *Run The Gauntlet*; on the Amiga side, we've got *Voyager* (one of the best 16-bit games we've seen), *Cybernoid 2* (an example of just how to upgrade a brilliant 8-bit game), *War In Middle Earth* and *Robocop*.

In this month's instalment you'll also find . . . a couple of features – an exploration of the current console boom (page 12), the traditional eeh-bah-gum ZZAP! Games Index (with added shoes – page 43) and no less that 12 pages of tips (beginning on p. 56)! Maff's been a regular busy beaver, hasn't he, readers?

On an entirely different note, the first person to write in and correctly identify the April fool was . . . wait for it . . . Simon Hadlington of Stourbridge. What's his special April Fool's prize? Nothing at all – sorry Simon, but we are unbelievably miserable and perverse around here and we're always thinking up sick jokes like that one. For any of you who are still wondering, the April Fool was the 64 hydraulic chair in The Word and not, as several of you thought, the Joystick Junkies feature.



But perhaps the biggest news this month is the fact that we've reeled in a new staff writer. We went out in the ZZAP! Trawler, lost our way somewhere in the North Sea, caught one of the biggest mackerel we could find, and fed it to the new man at ZZAP! Towers. And what better way to let you get to know him than for him to write his own introduction? Take it away, Paul . . .

Awreet, marra. Me name's Paul Rand. A's seventeen year owld, an' a come from a borin' little pit village called Easington (which isn't anywhere near Newcastle at all!). A've gorra Commodore 64, and hods er games fer it, an' a think it's reely hellish. Me favourite games are Operation Wolf, Robocop *an'* Gunship, *but a'll play owt, reely, as long as it's not git crap.*

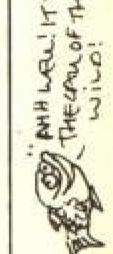
A like listenin' tu Tha Smiths, and Erasure, and stuff like that, yer naa. An' me favourite pastime is gannin down the pub fer a pint an' a tab. Cos a like beer an tabs, me. An' am THAT haaard, cos'er it. And that's about it, reely, yer naa. Teraa.

Translations on the back of a postcard, please. If any of you did understand it, we'd like to point out that what Paul does is illegal and should not be encouraged in any form. Anyway, I'm sure you'll all make our newest pseudo-Geordie recruit feel very welcome.

Next issue is the Anniversary ZZAP! *(cue dramatic fanfare and gasps from hoards of tearful millions)*. Yes! We're 50 copies old from 18th April. What have we got planned? Well, you can ring Ken D Fish's hotline **0898-555085** if you want the full details, but let's just say it's going to be packed with all the stuff that makes this still the best selling Commodore magazine in Britain . . . Teraa now.

Gordon Houghton

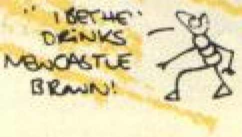
Gordon Houghton





GAMES REVIEWED

ACE 2088	27	LAST DUEL	69
ACTION FORCE	86	LITTLE COMPUTER PEOPLE	86
ACTION SERVICE	23	REALM OF THE TROLLS	77
BALLISTIX (Amiga)	82	REALM OF THE TROLLS (Amiga)	77
BOMBFUSION	86	RENEGADE III *(S)*	18
CHICAGO 30s	72	ROADBLASTERS (Amiga)	25
CYBERNOID II (Amiga) *(S)*	20	ROBOCOP (Amiga) *(S)*	78
THE DEEP	72	RUN THE GAUNTLET	17
F-14 TOMCAT	83	SILKWORM *(S)*	70
FAERY TALE ADVENTURE	37	SILKWORM (Amiga) *(S)*	70
GARY LINEKER'S HOT SHOT	79	SPACE QUEST 2 (Amiga)	36
GOLDRUNNER II (Amiga)	82	SPEEDZONE	87
HEAVY METAL PARADROID *SM*	87	TURBO ESPRIT	87
HUMAN KILLING MACHINE	26	VIGILANTE (Amiga)	73
HUMAN KILLING MACHINE (Amiga)	26	VOYAGER (Amiga) *(S)*	24
JOURNEY TO THE CENTRE OF THE EARTH	74	WAR IN MIDDLE EARTH (Amiga) *(S)*	80
JOURNEY TO THE CENTRE OF THE EARTH (Amiga)	74		





the WORD



BIG GREEN BOGEY-BITS

We received a delightful little package the other day, containing a wobbly, sticky, uurghy head. Not any old head, mind you – it belonged to that alien hunk, Gilbert, star of ITV's *Get Fresh* and *Gilbert's Fridge*. Mysterious, eh?

Days later, what fell through the letterbox but a press release plugging the latest game from Again Again? And who was it based on? Yussir, the lad himself, Gilbert. It seems that his chums back on the planet Drill aren't too happy about his bragging and boasting of megastardom, and have decided to remove pieces of his ship, the Millenium Dustbin, in an attempt to stop him returning to Earth to record a new series.

Can you help Gilbert in his search for fame, fortune and bits of spacecraft? Look for *Gilbert – Escape from Drill* in mid April, at a price of £9.99 on cassette and £14.99 disk. OK – you can take your fingers out of your nose now.

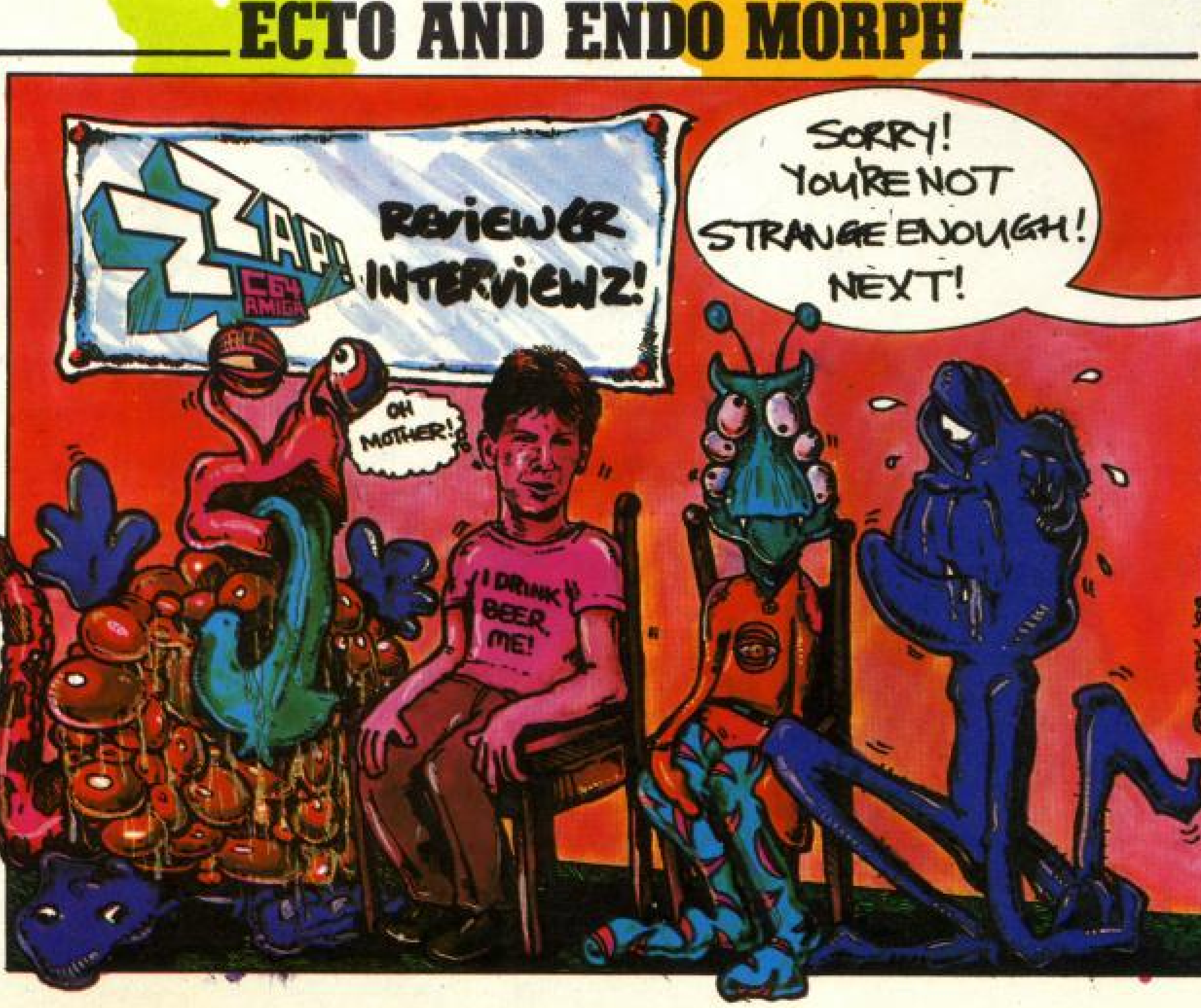
YUSS! IT'S THE THALAPUSS

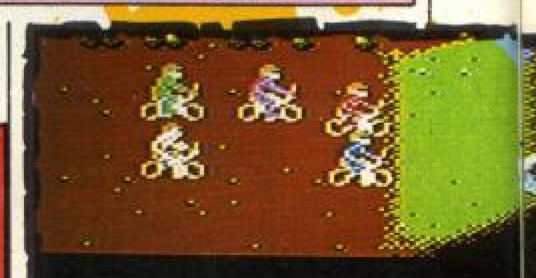
Thalamus, never the sort to ride on the back of a tacky publicity gimmick, have appointed a new PR executive. Office pet, Rocky the Cat, can be seen in the photograph promoting the Spectrum remix of Thalamus' fantastic debut title on the C64, *Sanxion*.

After a long and informative meeting with Rocky, we were also informed of the imminent release of Amiga conversions of *Hawkeye* and *Armalyte*, Thalamus' first foray into the world of the 16-bit big boy. Commenting on these products, Rocky told us *'Mew mew neeeeeeeeow Mew Mewoooow'*. But then, puddy cats are like that, aren't they? *(Cries of WOOZY-WOOZY and GAGA ensue).*



ECTO AND ENDO MORPH



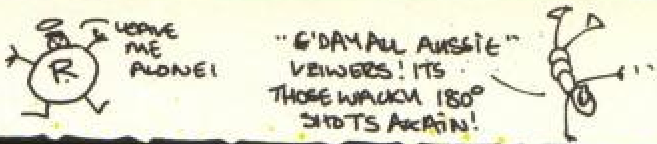


SIZZLING SILVERBIRDS!

It seems that everybody's jumping on the compilation bandwagon these days, doesn't it? Not content with making pots and pots of hard cash by selling cheap games on their own, Silverbird have come up with the profit-raising brainwave of lobbing three of their best-selling budget titles onto one cassette, and flogging it at the ridiculously modest price of £2.99.

The three lucky titles are BMX KIDZ, NINJA MASTER and ROCK 'N' WRESTLE; the compilation is called the 1-2-3 PACK and it should be available by the time you get your mitts on this mag (i.e. now). Buy or die.





DELUXE PAINT STRIKES BACK (AGAIN)

Just a quickie, to tell you about the imminent release of the latest in the family of what has to be Electronic Arts' most successful series. *Deluxe Paint III*, from the keyboard of Dan Silva, makes its debut on Amiga screens sometime this month, boasting an impressive array of new features.

■ As well as enhancements to the existing package, such as an improved airbrush and Direct Overscan Printing (allowing you to view and edit your creations in the border), *Deluxe Paint III* has another major advantage over its rivals: the power of animation.

■ One of the more bandied-about words connected with this part of the program is *AnimPaint* (tm). This gives you the power of painting on multiple animation frames as simply as on just one still picture. Pretty snazzy stuff, eh? The user can also define Animated Brushes, which lets you define an animation, pick it up and use it just as you would any other brush. Cooooor! The whole thing is IFF and ANIM file compatible, and the only snag is that you'll need a 1 Meg expansion to use it.

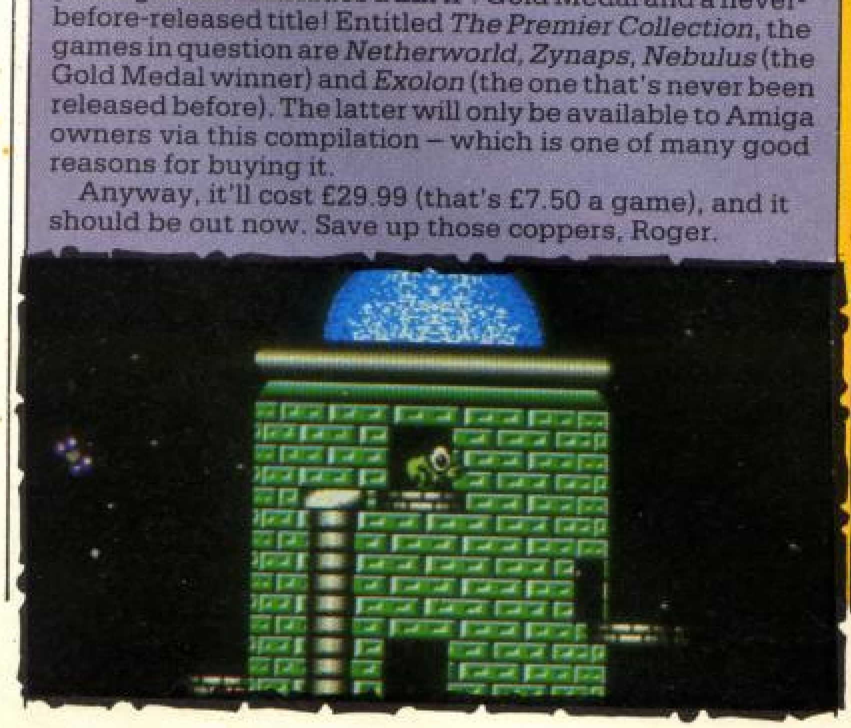
■ 'So when can I get hold of it?' Well, about now, and at a retail price of £79.99. The good news is that you can trade in your old *DP I and II*, and purchase the new program for £50 *(DP I)* or £30 *(DP II)*, both with £5 postage. Hoorah, as Prince George would say.



HEAVING HEWSON BEAUTIES

Yes, they're all Compilations Ker-Razy this month *(and why not?* Crap Barry Norman Gags Inc.). This time it's Hewson, with some fab news for all you slavering Amiga junkies out there. They're due to release a 4-game package which includes a ZZAP! Gold Medal and a never-before-released title! Entitled *The Premier Collection*, the games in question are *Netherworld, Zynaps, Nebulus* (the Gold Medal winner) and *Exolon* (the one that's never been released before). The latter will only be available to Amiga owners via this compilation – which is one of many good reasons for buying it.

Anyway, it'll cost £29.99 (that's £7.50 a game), and it should be out now. Save up those coppers, Roger.





COP A LOADA THESE MARTIANS

Around two years in the making and onto its second programmer, *Mars Cops* is almost ready to rear its digital head for Amiga and 64 owners everywhere.

● During a routine fly-past of Neptune by the Voyager II exploration satellite in December 1989, traces of carbon life were detected on the inhospitable red planet. Lasting only seven minutes, it was assumed a malfunction had occurred, and nothing more was said. Forty years later, after numerous space 'accidents', alien beings are discovered on Neptune, intent on a full-scale assault on the inner planets of the Solar System.

● As Charles Matthews, officer of U.I.P.F, (The Mars Cops), you have been assigned to stop the outer space onslaught before the planets are annihilated. Pretty awesome task, don't you think? Don't worry, if you should fail, there's always your relief, Julienne, to finish the job.

● It all sounds as if it's going to be a bit hectic out there. Plans are afoot to incorporate a simulator, which can be switched on or off depending on your particular gaming tastes. The Amiga price is rumoured to be £19.99 – check it out.

SALES CURVE VIRGIN ON SEGA SHINOBI

If you liked the look of the *Silkworm* conversion (reviewed, p.70), you'll be interested to know that the next release from The Sales Curve is *Shinobi* – a home version of the Sega coin-op.

Never heard of it? Well, according to the rumours we heard, it's already been an arcade smash, 'holding the number one slot as the biggest and fastest selling game' in the arcades. Stocks of the Sega console version sold out within a few days and – well, we thought it was a pretty unspectacular coin-op, actually.

If you were keen on it, though, both the Amiga and 64 versions looked pretty impressive – from what we've seen. It'll be released in the next couple of months by Virgin; reviews (hopefully) next ish. Onward, Patsy.



TRIANGLE CRAZY

How would you like the opportunity to be totally patronised by Nick Owen? Waddayamean, yes!? Oh well, you'll get your chance sometime in April, courtesy of CDS Software, who've just secured the license for the popular but not very easy television quiz game, *Sporting Triangles*.

At a price of £8.95 for cassette and £14.95 disk, you'll secure your right to sit in front of a greasy ex-TV-AM front man, and get lots and lots of obscure questions wrong. Fun, fun, fun.

10 THINGS YOU DIDN'T KNOW ABOUT KEN D FISH



There have been many Fish Megastars over the ages – Jack Spratt, Orca (well – nearly), Jaws, Grimsby's own Harry The Haddock – but none quite like our Ken D Fish. But did you know he had a seedier side? Did you know that he used to be a mere washer-up in the local bistro? That he once had to sell off his own spawn to finance a Corporate Subaquatic Business Venture in the old days? 10 facts below await the interested fish-coaxer . . .

☆ **Ken was born to parents Barbie and Craig in 2092 FR (Fish Reckoning) at a small weir in a Thames tributary. His age is politely coughed over.**

★ Our underwater chum's fishy fluids are legendary – on sale in most health food shops, they are rumoured to cure arthritis, disorders of the bowel and sanity.

☆ **The piscatorial pleasure purveyor picked a peck of pickled pepper.**

★ Kenneth's middle name is 'The'; he finds it rather amusing to adopt a pseudo 19th Century American negroid slave tone by calling himself 'D'. This is his only weakness.

☆ **Our Fishy Fluid Friend has appeared in a wide variety of media – on tv (football matches), in magazines (ZZAP! and *Trout Tickler Monthly*), on the radio, (*The Archers*), in the movies (friend of Orca) and in computer games (a bit-part in *Mermaid Madness*).**

★ Ken hates Maff – though the reason is unknown.

☆ **The subaquatic Megastar refused an appearance on *Wogan* because the Irish chat show host refused to provide Gold Flake at the right temperature.**

★ **The plankton of his mother's eye, Ken has nonetheless not seen his parents for 30 years – and he has 8,000,000 brothers and sisters yet to visit!**

☆ **Though relatively youthful, Ken denies being a virgin – in fact, he has indirectly sired a chimpanzee, a horse and two brothers called Brian and Michael through genetic restructuring.**

★ Ken's best friends are a chicken called Samson and a porcupine called Alan. Neither are available for comment.



STUCK WITH JOY?

De Gale Marketing have just released a new joystick onto an unsuspecting market. The *Quick Joy Supercharger* has a host of functions which, according to the PR blurb, 'make it a game player's dream'. Hmmm.

So what's it got? Well, it's got six microswitches, four suction pads on the base, two fire buttons (one on the top, one a bit lower), a standard Atari 9-pin plug and an autofire button. It costs £12.95 and is available about now-ish. And that's it, really; except to say that you get what you pay for.

HOLY HARWOOD MEXICAN GRINGO LOGO ORGY!



Amiga mail-order gadgis Gordon Harwood Computers are in a bit of a tizzy. Their advert features a little gringo-ish person, affectionately known as 'Harwood's Hombre' (see above). Being bored silly with that title, they've decided to set a bit of a compo-ette. What they want you to do is forward them suggestions for a new name for their chilli-chappie (good, eh?) – the sender of the best one wins a special prize! Send those efforts, on the back of a postcard, to:

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69-71 High Street
Alfreton,
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DE5 7DP

The Chartz

Gamestop20

1. Hawkeye
2. Barbarian II
3. Red Storm Rising
4. California Games
5. Double Dragon
6. Platoon
7. Dragon Ninja
8. Robocop
9. Project Stealth Fighter
10. Ikari Warriors
11. Out Run
12. Armalyte
13. Operation Wolf
14. R-Type
15. Skate Or Die
16. Tiger Road
17. Gunship
18. Pacland
19. World Class Leaderboard
20. Last Ninja 2

AmigatoP10

1. Buggy Boy
2. F-18 Interceptor
3. Elite
4. Starglider 2
5. Pacmania
6. Speedball
7. Rocket Ranger
8. Operation Wolf
9. Captain Blood
10. Battle Chess

Coin-Optop5

1. Double Dragon
2. R-Type
3. Operation Wolf
4. Wec Le Mans
5. Dragon Ninja

Chuck Vomit's TOP10foods

1. Toasted Goat Sandwiches
2. Stir fried Dwarf
3. Elf Surprise
4. Goblin Stew
5. Orc and Dumplings
6. Baked Dragon in bay leaf sauce
7. Masked Gordo and chips (??)
8. Penguin in avocado sauce
9. Spit-roasted humans
10. Minced Kati and Maff's blood

from: *well – who sent it?*

WIN £40 OF SOFTWARE!

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Are you Console Ker-razy?

In the house of the future, everything will be mechanised – so you and your ideal family will have plenty of time to fiddle about with the knobs on your holographic CD. Oh yeah – and play with the latest example of home entertainment technology; that lean, mean unit in the corner – your games machine. Apparently, there's a good chance that by the year 2000 some kind of console will have wormed its way into practically everybody's home. Which is fine for the people who'll be in their teens then, but what about now?

Walk down your average high street and scan the classifieds of your favourite magazines and you'll soon realise that as far as consoles go, the simple days are over. Way before the first rubber-keyed Speccy ever made it off the production line, if you wanted to play those blippy bat 'n' ball arcade games, you had to get yourself a console (just slip in the cartridge and you're ready to go).

Now you've got choice. Lots of choice: there's more info coming your way on the Nintendo, Sega, PC Engine, Konix and even ST and Amiga consoles, than you've got intestines to digest. Which should you get? Are they worth all the hype? Should you raid your piggybank, rob your granny or sell your racing bike to get one? Is it time to start saving up? What's happened to the universe anyway? Where are we going? Aargh!!!

Well, twist not your Easycare, Y-fronted underpants, because ZZAP! is about to tell you everything (well, OK, not absolutely everything) you ever wanted to know. About consoles. Not rubber underwear.

GOLDEN OLDIES

NINTENDO (8-BIT)

This isn't the hottest looking machine in town (it looks pretty much like a souped up shoebox with a couple of add-ons) but it's one of *the* most popular games machines in the USA and Japan where it's supposed to have sold over 10 million units. Wow!

So what's it got? 52 colours, 256-by-240 pixel resolution and 64 sprites, that's what. What that means for the geezer in the street who can't tell his pixel resolution from his belly-fluff is loads of fast-moving action games and some pretty impressive arcade conversions – graphically much better than the 64, on the whole

The console comes in one of two packages: Basic and Deluxe. Basic is just what it says – the console unit, power supply, two controllers (that's a directional rocker button and a couple of fire buttons instead of a joystick) and a copy of *Super Mario Bros*. Remember the arcade game? Well, this is almost exactly the same, plays just as brilliantly and, if you've got the cash, is almost worthwhile buying the whole console for in itself. Where else could you get an arcade machine for under a hundred quid?

The Deluxe package has almost all the same features (no *Super Mario Bros* though) plus a light gun, a robot – 'ROB' – and a couple of games (*Duck Hunt* and *Gyromite*) thrown in. Lightgun in your holster, you can take part in real fairground-style shooting. Just point the gun at the screens and try to hit the ducks.

Play *Gyromite* and you can actually get ROB to operate some of the game with you. He picks up and drops gyroscopes in the game and interacts with the screen by performing different arm movements. Cor.

At the mo, you can play around 40 or so different Nintendo titles (just slot in your cartridge and you're ready to go). A lot of the older ones are pretty simple old-fashioned style arcade games (*Donkey Kong, Mario Brothers*, that sort of thing) but some of the newer stuff is a lot more complicated with explore-and-map arcade adventures like *Legend of Zelda*, and *Gradius* – a really fast-action conversion of the arcade hit *Nemesis*. And pretty good they are too!

The main disadvantage is the price and availability of games. A library of 40 or so possible buys isn't exactly mega-large, although Nintendo have committed themselves to releasing at least two or three new games a month over the coming year. A basic *Donkey Kong* type jaunt can set you back about £20 quid and new



SEGA (8-BIT)

If you don't want a console just to play games but need it to colour-coordinate with your sunglasses as well, then take a look at the Sega Master System – it's cool, it's sleek, it's black and it looks more like a spaceship than a shoebox.

For something that's been around in the UK for just slightly longer than the Nintendo, the Sega has definitely taken off. Big promotion in the high street stores means that they were going like crazy this Christmas, so software support (which hasn't exactly been brilliant up till now) is starting to look good.

At £79.95 for a console, light gun, controller and one game, it comes just that extra bit cheaper, though there's scope for buying extras like joysticks and 3D glasses for games like *Zaxxon 3D*.

Games come in three formats (Sega card, Mega Cartridge and Two Mega Cartridge) which range in price between £15 and £30 quid. Most of them are more mainstream coin-op conversions (*Out Run, Enduro Racer, Space Harrier*) which aren't exactly perfect but do the job at least as well, if not better than, most 8-bit computers around.

The graphics (up to 64 colours on screen, 256-by-192 resolution) are colourful but not all that sophisticated and the sound can be bit of a disappointment.

If you've decided on this price-range (and £80 quid *is* pretty tempting) and can't make up your mind whether to get this or the Nintendo the main points to consider are what sort of games you really want to play (mainstream Sega conversions, or equally addictive, but less well-known cutesy Nintendo style), how much you're prepared to pay for a game and how big a collection of games you really want. On the whole, the Sega has more software support and the games are cheaper but it doesn't boast any product to match the classic *Super Mario Bros* on the Nintendo.

Confused? Upset? Don't know which to get? Want us to tell you which to buy? We-e-e-ll, we think you should get . . . erm . . . well . . . whichever one you decide you like best. We're not mind-readers round here you know.



PRICE: £79.95 for console, two controllers and one game; Mastersystem Plus £99.95 with the above and Light Gun; Supersystem £129.95 for the above plus 3D glasses. Currently on special offer.
SPECIAL FEATURES: light gun, 3D glasses, Control stick available.

SOFTWARE AVAILABILITY: a wide range of titles, including several older and newer Sega coin-op conversions. Increased console sales means that there should be strong software support over the next couple of years.

releases come in at between £30 and £40. Bit hard on your piggy-bank that.

OK, so the Nintendo doesn't sport gameplay as sophisticated as the 64 or as arcade perfect as the PC Engine, but it's still a great games machine (especially for the younger games player), with a fair number of really addictive arcade titles to its name. Better than that – it's cheap!

PRICE: Basic £99.95, Deluxe £149.95 (prices reduced by about £10 if you buy from Toys 'R' Us
SPECIAL FEATURES: optional light gun and robot
SOFTWARE AVAILABILITY: 30-40 titles (£20-£40) available now but Nintendo have pledged to release two or three new games a month over the coming year. No independent software available.



PC ENGINE

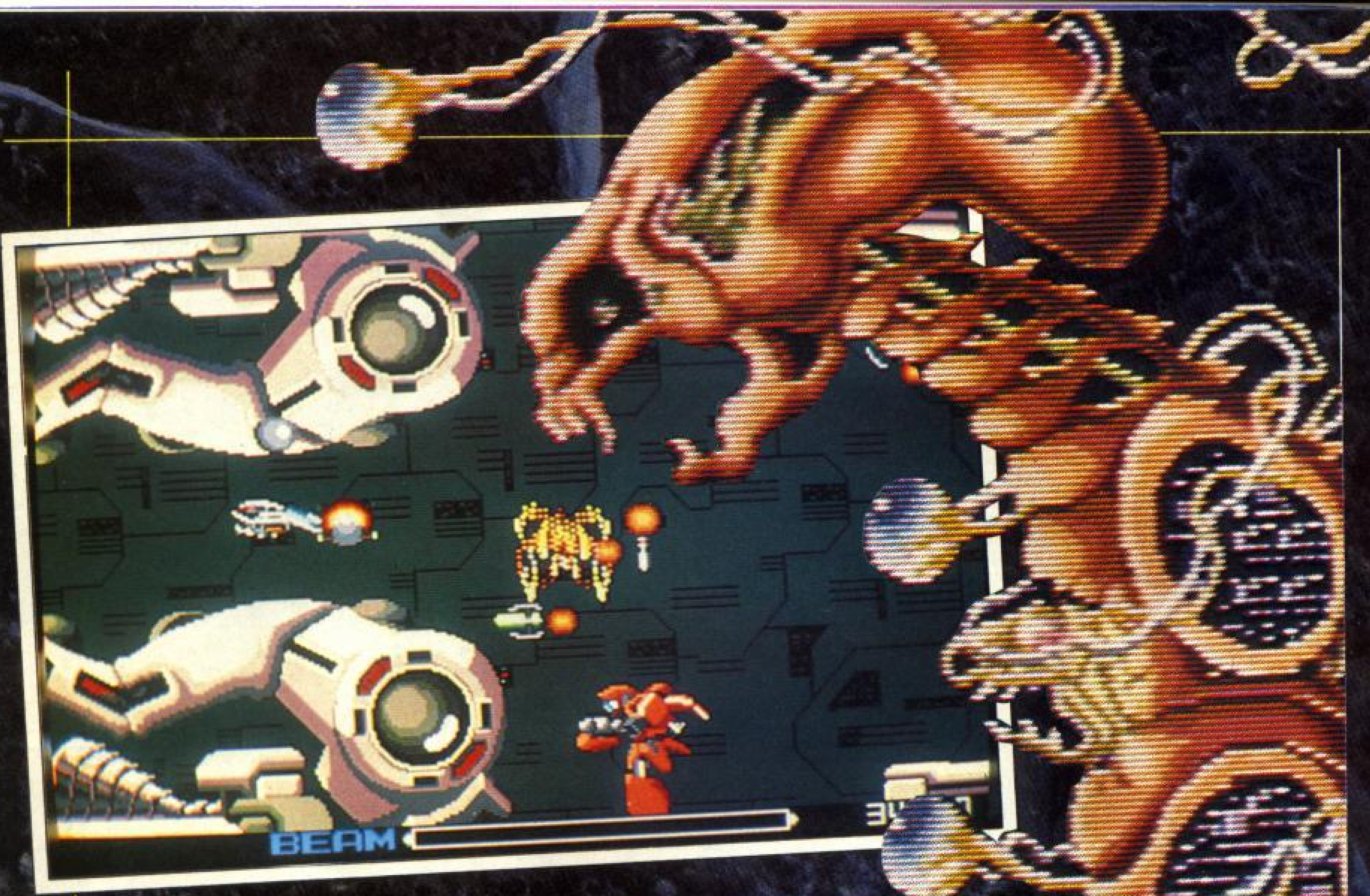


OK, guys. Ever felt like maybe you fancied owning an arcade machine? Sick of sticking those ten pees into somebody else's slots (oo-er)?

Well, here's something that's gonna blow your mind. For just about the same price as a 64, you can get your hands on the ultimate arcade experience for about 30 quid a time.

Yup, the machine that's been selling like hotcakes in Japan for about a year and a half has just become available in Britain by mail order (there are no plans to release it in the shops just yet). It's only about 5'' square (and that's small enough to fit *into* a shoebox), comes in cool and trendy white and loads games from data cards even smaller than a standard size pack of playing cards.

The kind of games available range from really brilliant – and when we say brilliant we mean practically indistinguishable from the original – arcade conversions (*R-Type, Dragon Spirit, Vigilante*), through fairly complicated text-style adventures to completely original PC Engine programmed ▶



games. Obviously they've been put together with the Japanese market in mind. Remember Clive James and *Endurance*. Well, *Chan and Chan* is a bit like that: the hero's a bright and bouncy adult Japanese who braves several levels of *Super Mario Bros*-style arcade style action, with nothing but a pretty hefty kick and the sort of virulent fart that fells everything in its path! Juicy, eh?

Right now the Engine is only generally available in Japan, so obviously a lot of the games have been written in Japanese and aren't that much good to us over here. Don't get all hot and bothered though, 'cos by mid-summer NEC should have introduced a completely redesigned Engine into the States, so there'll obviously be a bit more English speaking software out by then.

If you're an arcade addict, then the PC Engine (it's only 8-bit but it's got 512 colours and 256-by-216 resolution) is *the* console to save up for. Just remember – the main thing to consider about the Engine is this: do you want the nearest thing to an arcade machine for about the price of a second-hand Amiga (though not exactly the same sort of flexibility) and about 30 quid a game? If the answer is YES and you can't be bothered to wait for the Konix console and the 16-bits, then check that there PC Engine out.

CD-ROM AND OTHER BITZ

An extra £289.95 plus £159.95 (for the interface) buys you a CD-ROM player. Only two games use it at the moment but it has the potential for adding near-perfect speech and digital stereo compact disc music, as well as 600 extra megabytes of memory per disk. Oh yeah – and it works just like a top-quality CD player as well. Cor!



PRICE: £199.95 for the Engine, UK powerpack, joypad and SCART Euroconnector (connects to most monitors and several newer TVs). £224.95 for the same package but a TV modulator instead of a SCART
SPECIAL FEATURES: CD-ROM player plus interface, and Commander joypad (with autofire) available now. Joystick plus interface should be available soon.
SOFTWARE AVAILABILITY: of approximately 62 titles available in Japan, around 20 or so are available by mail order over here. There's a good chance of that increasing towards the end of the year when the Engine goes on sale in America.

I WANT ONE

The PC Engine is OFFICIALLY currently available from:
MICROMEDIA, THE MOOR HALL, LUDLOW, SHROPSHIRE, SY8 3EG
Tel: 0584 75604



LOOK INTO MY CRYSTAL BALL, ERIC

Erm . . . well, we can't predict the future but we do know what you could be expecting to pay out for over the next couple of years. So what's there to look forward to?

THE KONIX MULTI-SYSTEM

If you thought this lot had their plates more than filled by joysticks and mice and all that sort of stuff, you were wrong, mate. The Konix Multi-System (the control unit can become a car steering wheel, aircraft controls or bike handlebars) was launched a couple of months back and should be ready and waiting for hungry joystick junkies later on this year. Software comes on three-and-a-half inch disks and there are loads of peripherals like lightguns and even an arcade chair in the pipeline.

Although plenty of software houses are already planning to produce Konix software, no one's actually seen any playable software up and running – but with 4096 colours and 512-by-200 resolution it should look pretty good.

PRICE: £199 for basic unit plus Konix joystick
SPECIAL FEATURES: adaptable control unit, foot pedal, 3D glasses, lightgun with recoil action, helicopter stick and arcade-style power chair to retail at around £170
SOFTWARE AVAILABILITY: unlike Sega and Nintendo, Konix won't be monopolising the production of their own games. Companies like US Gold, Mirrorsoft, Thalamus, Palace and Logotron are all getting ready for the launch. With a bit of luck there should be loads around – eventually.



NINTENDO AND SEGA (16-BIT)

Both of these are already on sale in Japan but the only thing we've seen of the Nintendo is a piccy – and very nice and sleek it looks too. The Sega 16-bit is supposed to be going on sale in the UK later on this year but as it hasn't even been released in America yet and the 8-bit seems to have a lot of life in it still, that may be postponed. We've seen one and it looks pretty good but the graphics and scrolling weren't quite as impressive as we'd been led to expect. Still – it's early days yet and the Sega Mega Drive may prove to be just as popular as the Master System. More info as and when we get it.

THE REST OF THE BUNCH

Rumours are flying left right and centre about possible development of an ST and even an Amiga console, but so far it's been mainly speculation. Basically, you'll have machines capable of running arcade-style software (at around £25) of the standard you'd get on your full-blown computer but for around half the price or less. It's aimed at younger gamesters who won't necessarily be interested in the programming, musical, role-playing and adventure possibilities a 16-bit computer has to offer. We'll believe it when we see it.

SHOULD I GET A CONSOLE THEN?

- **Basically, a console is a games machine. You just slot in your cartridge or stick in your data card and almost immediately the game is ready to play. Even 16-bit computers like the Amiga can't compete in terms of loading speed. So if all you want to do with your computer is play arcade games and you're sure you'll never want to program, it's definitely worth considering a console.**
- **There just isn't as much software available and you can't get hold of it in as many places as you can buy games for your 64 or your Amiga.**
- **Console software comes pretty expensive. Average price is around £25 and a new full-price game can set you back around £40 quid. Phwoar!**
- **If you're into adventures or complicated flight sims which need about 25 different keys to work, you won't get as much pleasure out of a console. They don't really cater for anything other than pure arcade addicts.**
- **If you're after some of the hottest arcade conversions around, it's definitely worth considering the PC Engine. For £60 quid you get what's practically the equivalent of an *R-Type* arcade machine; for £30 you get *Vigilante* and *Dragon Spirit*.**

So you've seen the screenshots, you've read the hype. Now what? Which machine's gonna be gracing your house of the future? Is this really the best time to get a console? Well, with its practically arcade perfect graphics and brilliant gameplay the PC Engine is definitely the hottest thing around. Up here it's had all of us panting and slobbering, with our tongues hanging out ever since we first saw it, but with the Konix and all the other stuff just around the corner, you might fancy hanging around a bit to see what *that's* like. Whatever you decide to do, one thing's for certain – the consoles market is never gonna be the same again!

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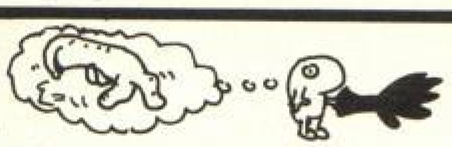
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Run The «GAUNTLET»

Ocean, C64 £9.99 cassette, £14.99 disk

Martin Shaw hasn't really come a long way since his days as Doyle in *The Professionals*, has he? In the 70s, starring in shows where he gets blown up and stuff like that; in the 80s, starring in shows where *other people* get blown up and things like that.

And if you haven't seen it, that's exactly what happens in the telly show on which *Run The Gauntlet* is based.

The show goes like this. You, as head of one of four international teams, must run the gauntlet of a range of physically and mentally exhausting trials.

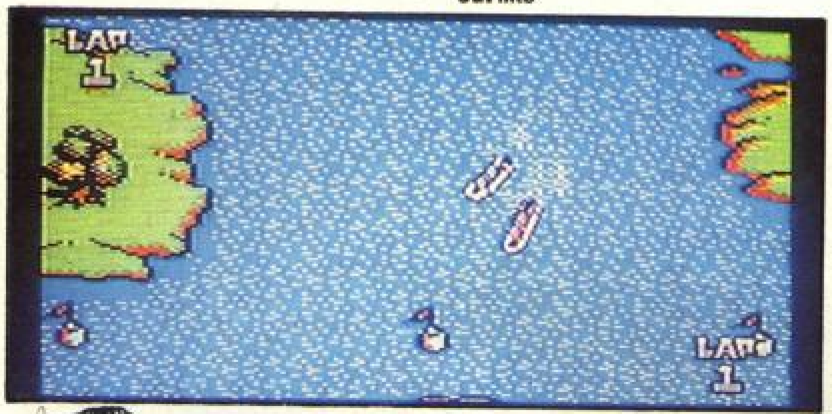
These tests consist of a lot of jumping into high-powered land and water vehicles – hovercraft, jet-bikes, Supercats (you know, those big truck things with the six tractor wheels, like they used to have on *Blake's Seven*).

Not that you can get away with simply steering round a course under petrol-power. Nope – you've gotta use your legs too, 'cos the ultimate killer in this physical ability contest is The Wall. This has you running through mud and all sorts of other wet, sticky, smelly, nasty things and then, just when you think you can't waggle the joystick another step, gets you to scale a 20-odd foot rope wall all the way to the top!



Isn't Martin Shaw soooo hard! Running around with a microphone, while those poor people run themselves into a cardiac arrest on the course! There hasn't been oodles of time spent on graphical niceties in Run The Gauntlet. **That's not to say that they're no good. Nosiree – it's just that they're very . . . erm . . . workmanlike, which I suppose reflects the game's style. All the different sprites move around in quite a realistic way – I particularly liked the spray coming out of the back of the boats. Action is fast and hectic, with the opposition forever on your back, spurring you on. It's also HARD! Especially The Hill, which is a real joystick smasher! If you like your action mean, nippy and well 'aard, get** Run The Gauntlet **– it's even got Martin Shaw on the title screen!!!**

▼ **Now THIS is what *Jet Bike Simulator* could have turned out like**





I've always fancied a ride on a moon-buggy. All that bumping around and getting sprayed with loads of mud – whoarr! Yeah well, you don't get any mud in this version but you do get loads of gameplay. Once you've got used to the control method you can go really wild roaring round the tracks and the water courses. Admittedly, the graphics aren't that great but the animation, especially on the jeeps, is pretty smooth. In fact, apart from the wall section (I can't really get excited about a load of joystick waggle), the whole thing reminds me of the sort of games you play with your toy cars or boats on courses in the sandpit when you're a kid. It may not look all that good from the outside but it's really great when you're the one in charge.



This is great on the telly, because it's got so much action – and that same fast pace has transferred well to the computer version. Run The Gauntlet **works because there's a lot of different things to do – hovercraft races, jet-skiing, bombing about in moonbuggies and racing along muddy tracks – you begin to feel knackered just playing it! Cosmetically, the game is on the average side, with sprites ranging from big and chunky to small and dainty, but they're all animated well. There are some nice tunes which make up for the low-key effects but I didn't like the multiload that much – you're constantly having to rewind and forward the cassette to find the section you need. Other than that,** Run The Gauntlet **(on both 64 and Amiga versions) is fine by me.**

amiga

An Amiga version is almost ready, and due for release at about the same time as the C64. Apart from slightly better graphics and sound and a less agonising loader, the game's the same (well – the version we played up at Ocean was, anyway. It'll cost you £24.99 – so check it out!

update

PRESENTATION 73%
Lots of levels, and the controls feel right once you've got used to it. Multiload is a pain on cassette, though.

GRAPHICS 67%
Not spectacular but they're well-animated and serve their purpose.

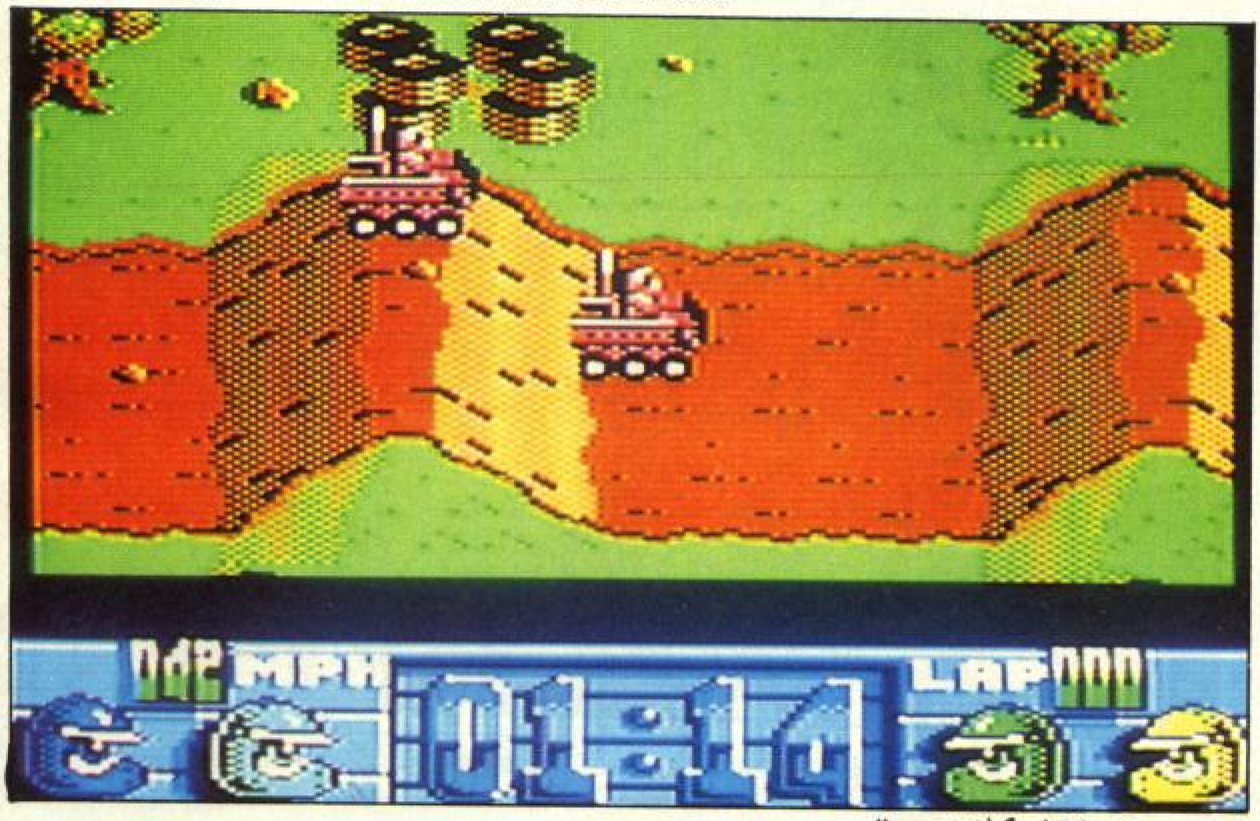
SOUND 69%
A host of tunes and average effects.

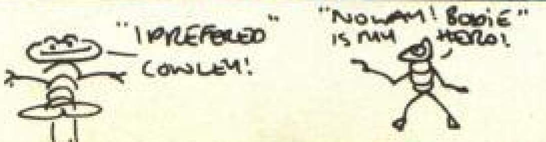
HOOKABILITY 81%
The multiload is a bit long-winded, but the action is hectic and fun.

LASTABILITY 78%
Loads of variation between the levels means many different competitions to play.

OVERALL 80%
A fine conversion of the fun, if agonising, television series.

▼ **Buggy-bouncing fun in Ocean's cute 'n' cuddly *Run The Gauntlet***





RENEGADE III

The Final Chapter

Ocean, C64 £9.95 cass, £14.95 disk

● **Is our hard hero tough enough to beat up cavemen clubbers and monstrous mummies? Or will he just run away?**

Right. You battled your way through *Renegade*, getting really serious about beating up all those nasty, three-day stubble opponents. In *Target Renegade* you kicked seven shades of shirt out of those horrible fat-types and their henchmen, and *you really enjoyed it.* What could worry such a hard guy like you?

Well, it's a question of time – you're stuck in it. As a martial arts hero with street cred and nice trousers you slipped on a time warp banana skin and ended on your backside in the Stone Age. And guess who planted the banana skin? That's right – your old chums *The Nasty Gang*; what's worse, they've got your girlfriend hostage. *(Cries of 'Oh no! Not again!' and 'The rotters!').*

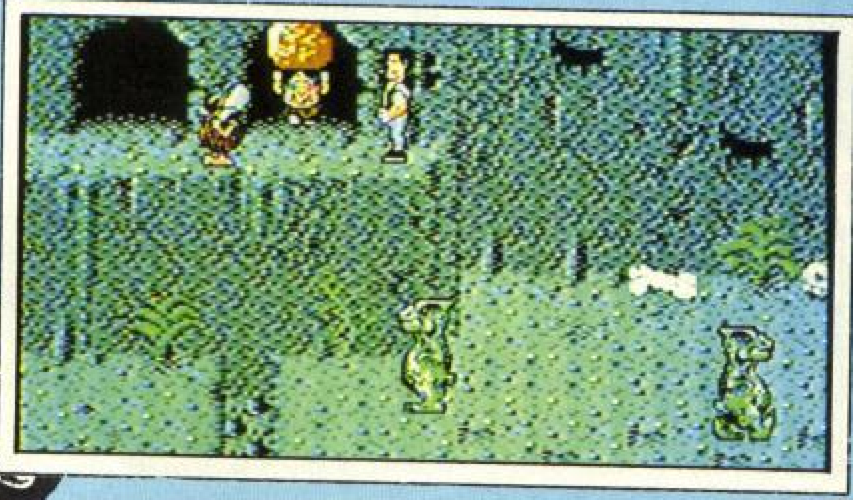
This is where you start, faced by squat cavemen with clubs, Tyrannosaurus Rexes and their cutesy offspring (they come out of eggs dropped by birds) and shy, retiring types who only run out of their caves to drop rocks on you. Oh – and then there are natural hazards like *holes* (like they had in *1 Million Years BC*) and lava rivers (Hot Tootsie Simulators) – touching these means instant death.

Of course, you can defend yourself with kicks and punches and ducks, and you can climb around some obstacles and avoid others – and you've got four lives as well. It's going to be easy, isn't it? Boy, are you in for a surprise!

Each of the four levels is a hazardous mission which involves battling with the indigenous inhabitants (I like that phrase – I'll have to use it again), each of whom have their own styles of fighting, all of which are nasty.

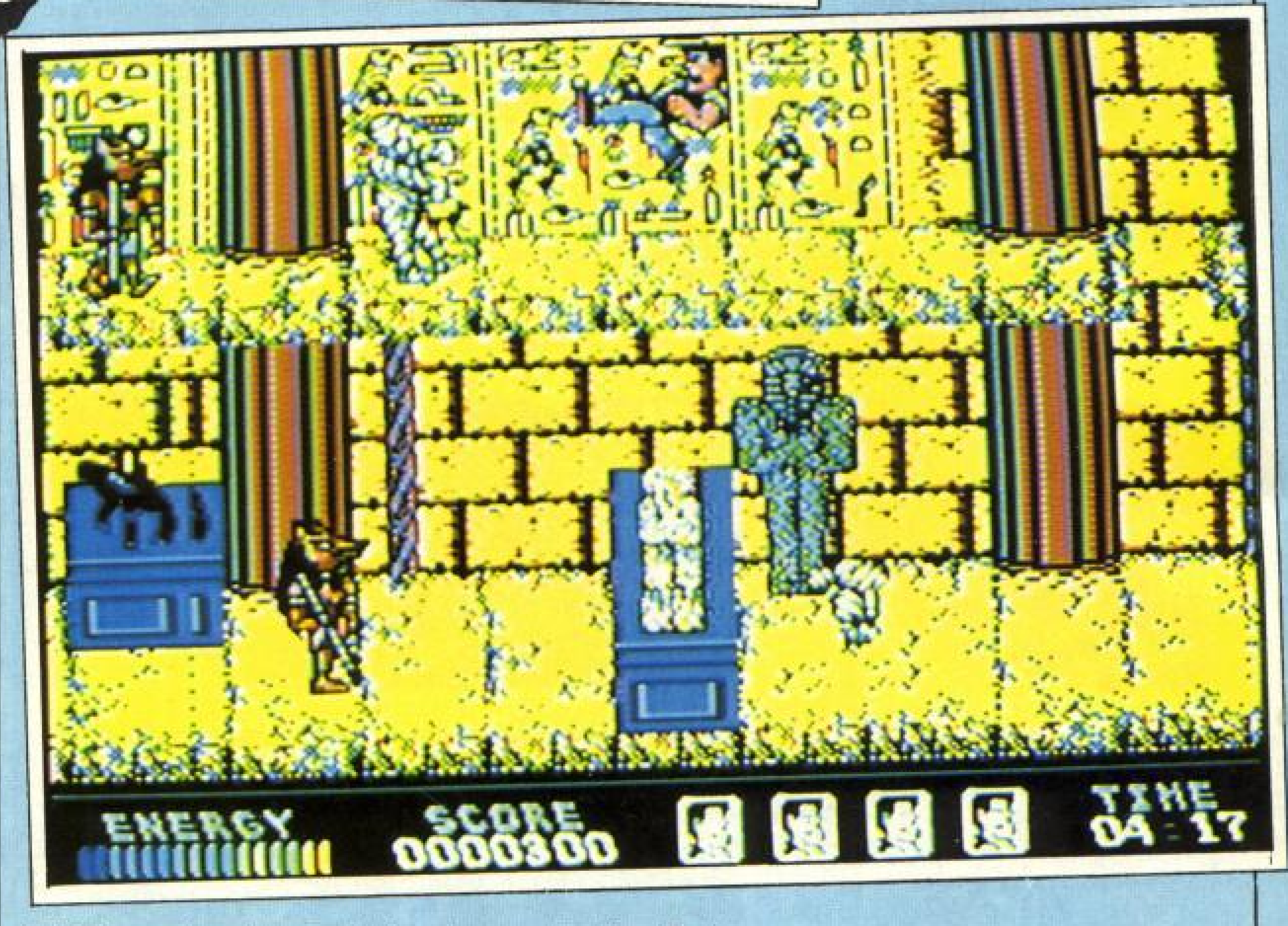
Right, so you've cleared the first level – where now? There's no letup because it's straight off to Egypt to do battle with the living dead (whiffy lot, them), then to Medieval times where knights in shining armour and particularly nasty dragons decide they don't like you, and finally – well, that'd be telling, wouldn't it? Best just not have a shave for three days, do a couple of hours on the Bullworker and get going. You've only got a few million years ahead of you . . .

▼ **Watch out for the guy throwing the rocks!**





This is a great departure from the other two games in the series – they were for serious macho types who like saving gals and can pull a couple of nasal hairs out at once. This is more my kind of game: it contains most of the beat 'em up elements of its successors and adds a touch of humour. That's not to say it's easy – it took me a while to suss out and finish the first level, and after that things start getting *really* tough. The graphics are some of the prettiest I've seen on a Commodore, with tons of very cute characters and detailed backdrops, and some smart animation. The old format is there – beat things up, survive an onslaught of characters until the scrolling lets you continue, beat more things up and finish the level – but the way it's been used gives Renegade III **the kind of addiction the previous two lacked. The best of the lot as far as I'm concerned.**



▲ **This is one place where you don't want your mummy (Level Two)**



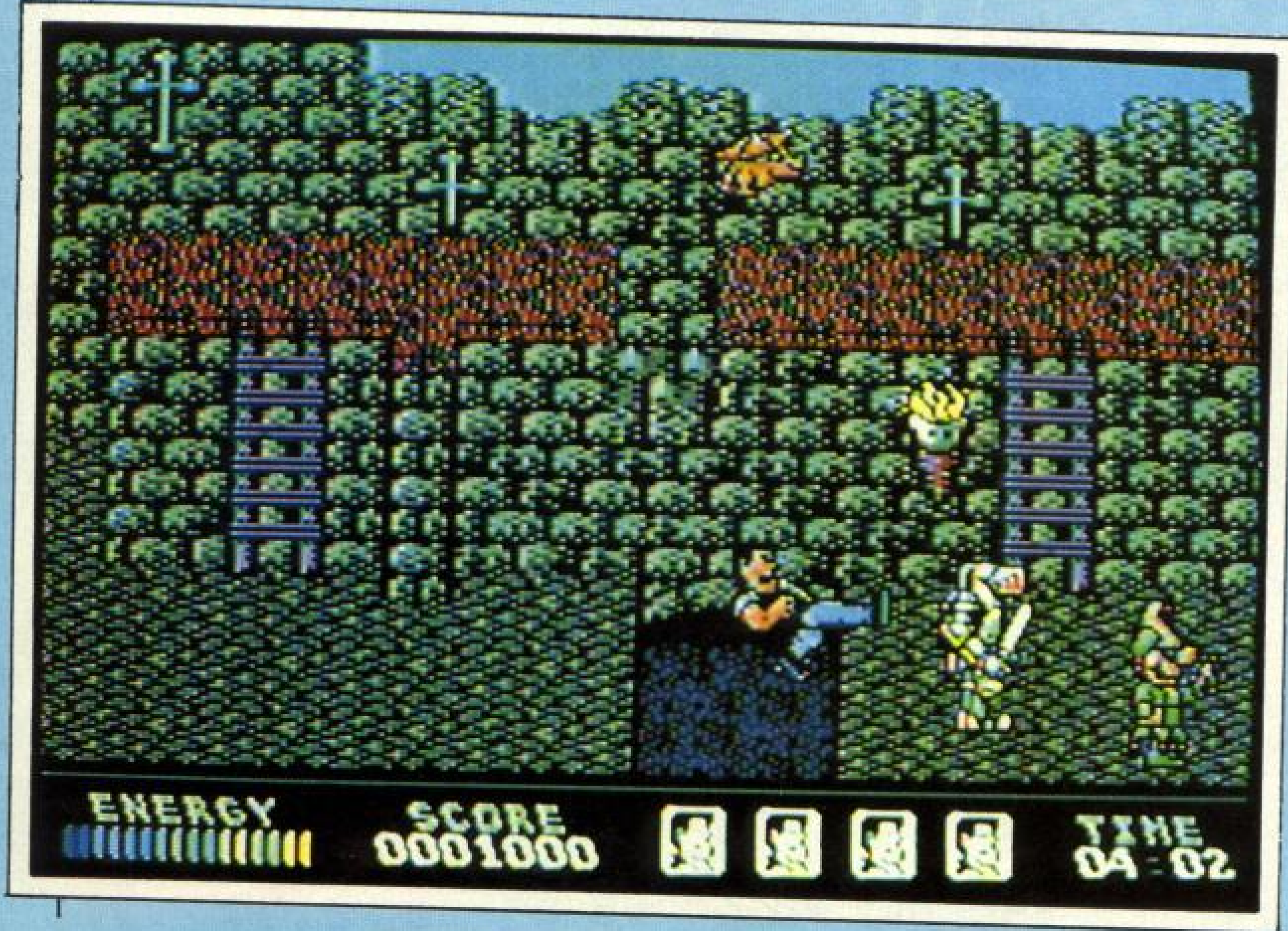


You might think that with only four levels, Renegade III **won't test your gaming skills too much. When you've completed the first level, you might still think that. When you get to the third and you're killed every time by those knights on hobby-horses and that dragon (dragon? It looks more like a flying pig!), you'll know the meaning of frustration! The cassette multiload is just like any other – a bit of a pain if you don't like them, or something you don't bother about; it's not *that* bad. The rest of the game is pretty impressive – a brilliant soundtrack, cute (and annoying!) characters and a wide range of moves that you can beat them up with. If you liked the previous games in the series, take a look at this – it's got more class than a wet weekend in Newcastle.**

A beat 'em up, eh? With mummies and dragons and eagles' eggs that turn into cute little scuttling dingos? What are Ocean playing at? A top-class quality action game, that's what. You'd better believe it, 'cos if you miss out on this you're missing out on the best and most original of the Renegade **series to date. Not only have you got fabbo bash 'em into the ground and stamp on their faces action, you've also got brilliant graphics, a great soundtrack and the cutest fighting game in the business. OK, so there are only four levels but beat 'em up action doesn't come much tougher than this, so who cares? Start raiding your piggy bank 'cos this is one of the best possible ways to get rid of ten quid.**



▲ Level One: avoid the red rivers of lava, kick seven shades of caveman suit out of everything else and don't fall down holes – you might just make it



▼ Knights on hobby horses are no fun at all – they just keep draining your energy (Level Three)

PRESENTATION 68%
Clear on-screen appearance, decent instructions and a multiload. Nice joystick handling.

GRAPHICS 93%
Well-defined, cartoon quality sprites and backdrops coupled with neat animation. Generally very polished.

SOUND 88%
A choice of some average sound effects or a brilliant soundtrack.

HOOKABILITY 85%
It's fairly easy to progress a little way into the game, and the cute action will keep you coming back.

LASTABILITY 89%
There are only four levels, but the toughness and variety will keep you playing a long time.

OVERALL 90%
Another first-class beat 'em up from Ocean that will give you a laugh or two along the way.

ZZAP! AMIGA SIZZLER

CYBERNOID 2 THE REVENGE

Hewson, Amiga £19.99

● Hewson's Sizzling sequel to Sizzling *Cybernoid*

A*aah, this is the life,* you think to yourself. Lying back with a long cool drink and a copy of *Deathdealer* magazine, incorporating *Alien Headstompers Monthly*. What could be nicer? Soon you reach the adverts in the mag – NEW! QUANTUM SEEKER BOMBS! – PLASMA SHIELDS! SPECIAL OFFER THIS MONTH! Well, the good ship *Cybernoid* could do with a refit after that last thrash – and what with the reward you can easily afford it. So it's off to the shipyards . . .

Two months later . . .

Now you have a virtually new craft, with extra weapons and redesigned bodywork, it seems a pity to let it just stand looking nice in some spaceport. So, off you trot to the government buildings – Dangerous and Explosive Space Missions Department.

In you stride – 'Scuse me, 'ave you got any well dangerous missions?'

'Certainly sir. Fill in these 37 forms . . .'

Well all that red tape has left you feeling wound up and ready for a fight. You jump into the *Cybernoid II* (redesigned, see) and off you blast.

On reaching the site of the battle, a thought strikes you. Those enemies seem rather familiar – the bouncing robots, the scuttling crabs . . . it's those pirates! Well you saw them off easily enough before, so it's going to be dead easy this time.

WAAAAGH! What the hell was that? Acid dripping from the roof! That wasn't there last time. WOOOH! AGH! What's that thing with the shield doors? Launch a seeker . . . oh no! The doors closed! Try again while the doors are open . . . BOOM! Yeah! That's more like it. You don't remember these, do you? Well, that's 'cos it's *Cybernoid II*, matey – you've got more weapons than you had the last time but the enemies are worse as well. That's life, eh?

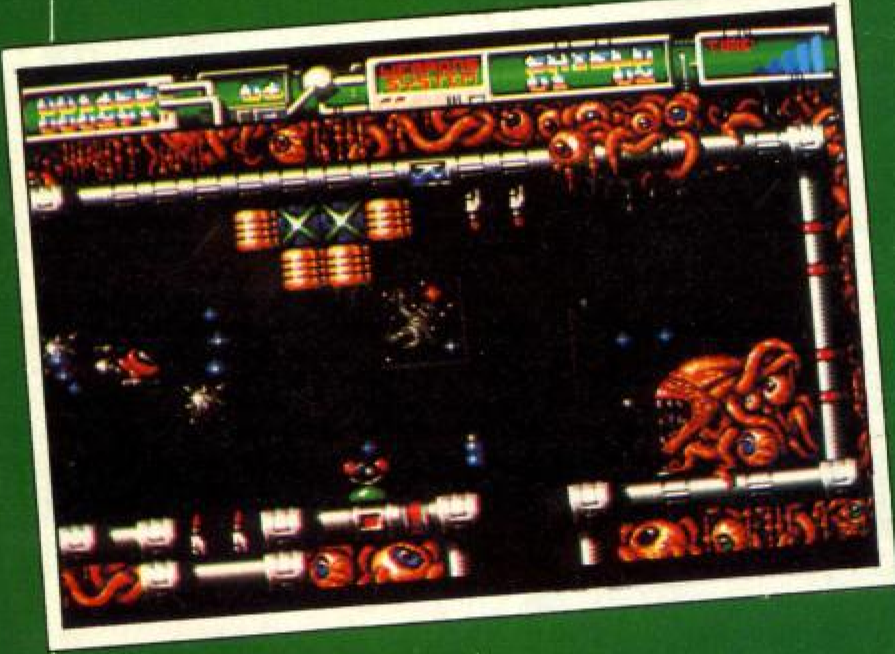
Well, I didn't think it was possible for Hewson to improve on the 64 version of Cybernoid **when they converted it to the Amiga, but they did. Now we've got** Cybernoid II **and believe it or not, they've improved that as well! The graphics are superb – much better than the original** Cybernoid **– with some horrible, slimey Giger-esque monsters salivating down the sides of the screen and well dangerous looking gun emplacements. It's still really difficult to begin with, due to the number of aliens swarming about the place, but you soon get used to that. And when it comes for less than twenty quid, how can you afford not to buy it? Oh, you've only got ten pence. Well save up! It's worth it.**

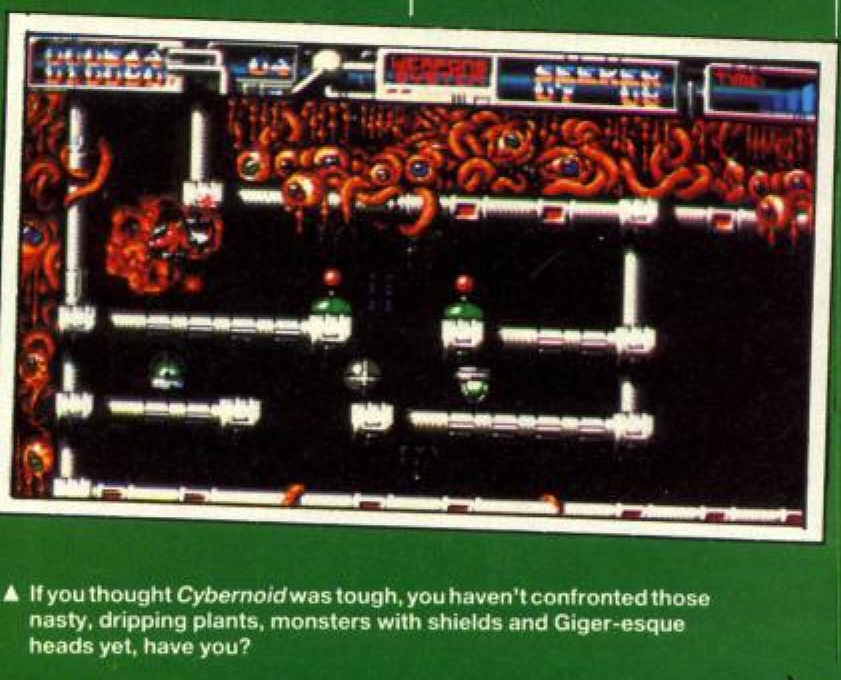


I thought that the Amiga version of Cybernoid **was much more playable than the 64 version thanks to the adjusted difficulty level. But the 16-bit** Cybernoid II **isn't just really playable – the graphics are wonderful too! Whereas the original game had similar scenery on every screen, the sequel has a wide range of varied backdrops and as if that wasn't enough, some of them are even animated! The sound has also been vastly improved with tons more effects and the option of having in-game music. The effects themselves are great, ranging from a laser blip to a hard metallic clunk and the tune is a competent working of the 8-bit original which suits the game well. There's just so much to this that you won't be able to resist playing it time and time again.**



▼ *'Aw – he's a push-over – he hasn't got any eyes!*. **WRONG!**





▲ **If you thought *Cybernoid* was tough, you haven't confronted those nasty, dripping plants, monsters with shields and Giger-esque heads yet, have you?**

PRESENTATION 65%
Nice score table and sound/music options, but that's about it.

GRAPHICS 93%
Superbly atmospheric throughout with some brilliantly animated sprites and scenery.

SOUND 84%
Good reworking of the 64 tune and some well 'ard effects.

HOOKABILITY 93%
'Oh my god this is hard . . . must have another go!'

LASTABILITY 95%
Loads of areas and blockades to fight through with surprises on every screen.

OVERALL 92%
A brilliant 16-bit conversion which makes full use of the Amiga's extra power.





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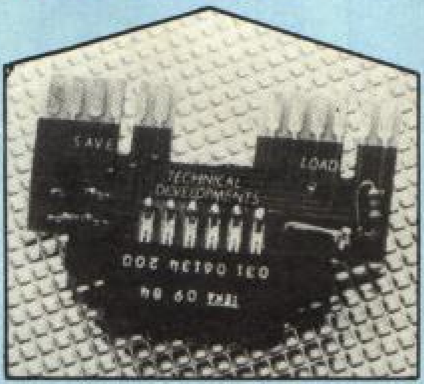
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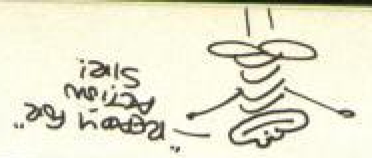
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ACTION SERVICE

Infogrames, C64 £9.95 cassette, £14.95 disk

It's always the same, isn't it? Off you go, on a nice military coup somewhere in the Pacific. No worries – weather's marvellous, beer's cheap, locals are friendly.

Then the fighting bit comes round, someone mucks the job up and you've all got to go back home to the nasty cold climate, with your drill sergeant bawling at you for another six months.

So what happens to that unlucky GI who caused the bother in the first place? No, you don't all beat him repeatedly about the head and neck – you send him back to school. But this is no ordinary school. No sir, it's the Commando Training School.

After kitting yourself out (nice shaven head, Doc Martens, etc) it's straight down to the training course, for some of the meanest workouts a guy will ever have to face. Clamber over 8 foot walls, traverse minefields, dodge machine-gun fire, leap tall buildings in a single bound (well, perhaps not) and avoid ferocious alsatians in this test to find the toughest of the tough, the bravest of the brave, and the most brain-deficient of the mentally unstable.

In addition to basic running mode, different events call for diving (among other things) grenade throwing, kneeling, ladder climbing, jumping, pushups, crawling and dodging. And if you're not reaching for the Ralgex and shouting out 'mother' at the end of all that, you can rest easy in the knowledge that you're the hardest bloke around. Either that, or you've died of exhaustion.

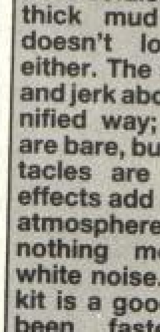
Anyway, if you find the going a little too rough (and the sergeant isn't looking) . . . well, you can always cheat a bit and rearrange the whole course using the built-in construction set. That way you get to pick your own obstacles, decorate the landscape, position the height of your soldier in relation to the landscape and set your own traps.

Afterwards, watch exactly how you made a mess of it by rewinding the action on the video screen and setting play in motion.

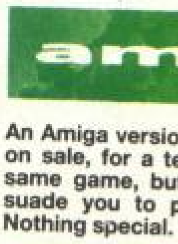
It's a bad world out there. Make sure you're daft enough to enter it. Train now, in *Action Service*!



Any fans of Combat Zone **and** 19 **who are looking for yet another army game to add to their collection, stop jumping up and down and getting excited right now – you're in for a disappointment. Unless you've got the sort of warped sense of humour that actually enjoys laughing at blocky, badly animated and incredibly slo-o-ow graphics, that is. Oh yeah – and if you really want to get your teeth into a bit of decent gameplay, forget it 'cos this isn't it. Action! Boring, repetitive and extremely tedious joystick wiggling, more like. Do yourself a favour and give this a miss.**



This is very much like the first level of 19, except that the whole game is the same and there are a few extra additions – like people to kick in and shoot and wire thingies to swing across. Everything happens so slowly, though, it's as if the soldier's running through thick mud all the time. It doesn't look very snappy either. The sprites are blocky, and jerk about in a most undignified way; the backgrounds are bare, but the different obstacles are passable. Sound effects add little to the game's atmosphere, consisting of nothing more than simple white noise. The construction kit is a good idea and, had it been faster, might have amounted to a decent addition to the game. As it stands, though, no thank you.



Dear oh dear oh dear. As if people aren't already cheesed off with silly army games, here's another one to get all hot and bothered about. I was hard pressed to find the action mentioned in the game's title, for a start. Everything moves at a snail's pace – if this is really what the army's like, lounge lizards (like Maff) should have no trouble fitting in! The blurb on the back of the box enthuses about 'lifelike graphics with superb sound and speech', but the game itself boasts unsteady sprites (perhaps they had a Stella too many at the bar the other night) with crunchy white noise effects and zilch as far as speech is concerned. Not a product I'd do National Service for.

▼ Are you sure you're ready for all this ACTION and EXCITEMENT? Or d'you just wanna lie in bed all day?



amiga

An Amiga version should already be on sale, for a tenner more. It's the same game, but the graphics persuade you to play a little longer. Nothing special.

update

PRESENTATION 78%
Construction kit and video playback modes. The French manual has been poorly translated into English.

GRAPHICS 41%
Average, samey backdrops and badly animated sprites.

SOUND 37%
Unrealistic white noise effects and no speech – whatever the box says.

HOOKABILITY 45%
The slow pace lessens initial interest.

LASTABILITY 43%
When the game becomes boring (which it does quickly), there's always the construction kit to mess around with.

OVERALL 44%
Not one of the better army training efforts on the market.



ZZAP! SIZZLER

VOYAGER

Ocean, Amiga £24.99

● **Ever wondered what a cross between *Battlezone*, *Backlash* and *Master of the Lamps* would be like? Read on . . .**

Luke Snayles is a convict, an ex-pilot and a psychopath – but even he wouldn't be taking on a mission like this if they hadn't bent all his fingernails back and threatened to take away his cuddly bunny if he refused.

So what's wrong? Well, the Earth is about to be destroyed by the Roxiz who are at this very moment gathering an incredibly powerful stockpile of arms on the ten moons of Saturn. To make matters worse, the Earth has exactly *zilch* arms left – unless you count one tiny interstellar craft. No prizes for guessing that Luke (alias you, me old son) is the only person stupid enough to take on the seemingly impossible task of singlehandedly saving the universe.

Luckily, you've got one of those gadgis on your craft that enable it to transform itself into a tank the minute you're in enemy territory. All the 3D action is viewed through the windscreen though there's a colour-coded radar screen to tell you exactly what kind of objects you're near.

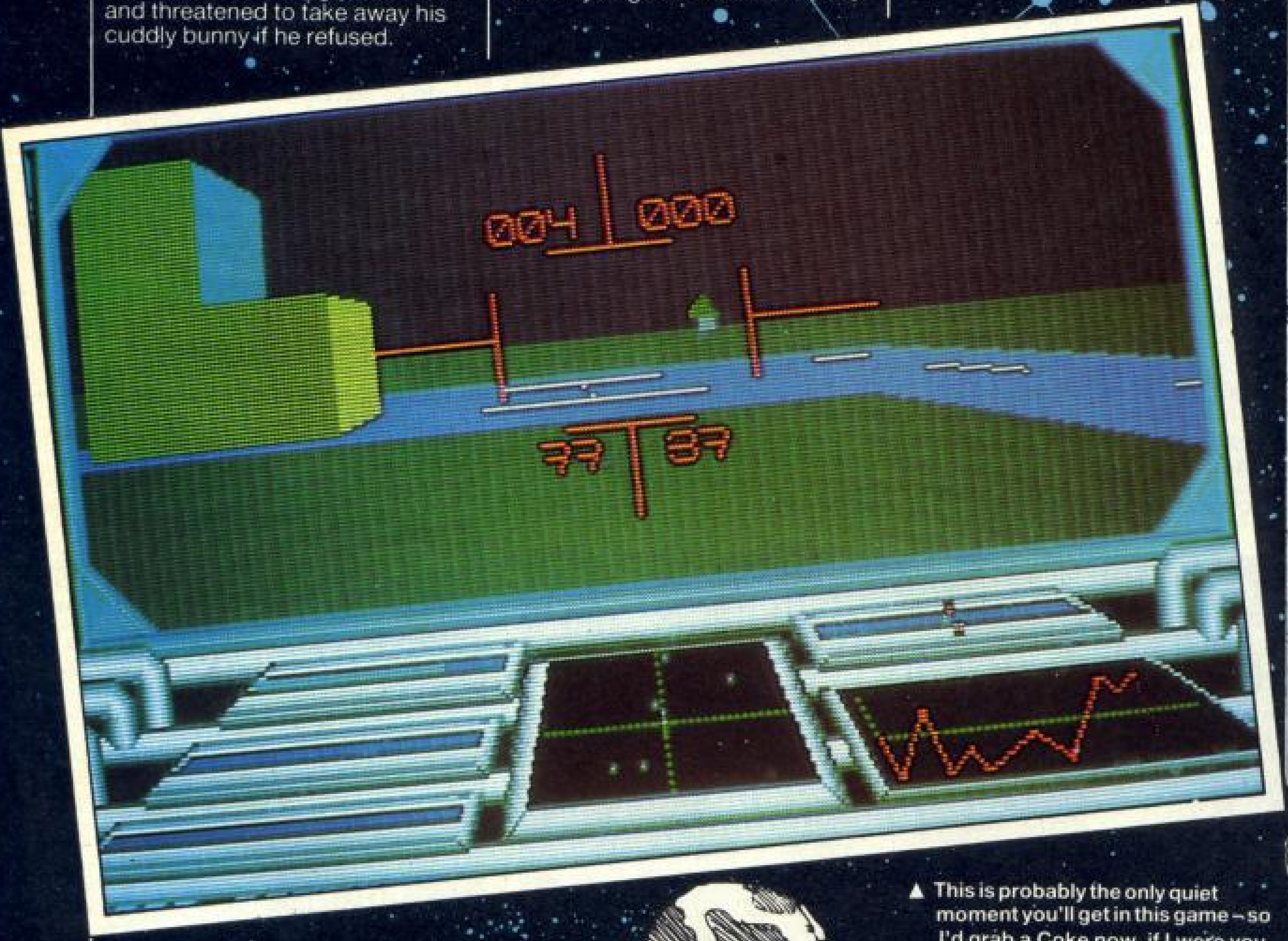
Each moon has exactly 80 ground-based and airborne enemy craft and you've got to take each and every one of them out (some with at least two shots) before you get to cruise on to the next. Not that these Roxizians take this sort of thing lying down. Nope. They fire back.

To make the whole thing even more complicated, there are a whole load of inanimate obstacles all over each planet as well. You *can* actually take cover behind these, but if you're not careful you could find yourself blasting the hell out of rock instead of an enemy ship.

You'll also find equipment pods containing useful things like cameras and decoys. Drop a camera in any area and you'll be able to look around that bit of the planet even when your tank's somewhere completely different. Cameras also have limited effect lasers so you can shoot enemies by remote control. Plant a decoy and, for a limited period of time, the baddies will start shooting at that instead of you.

Wherever you are you can always access your data banks for info on the moons, cameras, weaponry, locations of equipment pods, map, etc – and on later moons you can pick up converter equipment to toggle between tank and skimmer mode.

Oh yeah – and once you've cleared a planet, you've got to warp through a portal (woo-ee-oo), negotiate a 3D pathway and start the whole thing again on the next one. Except it's harder!

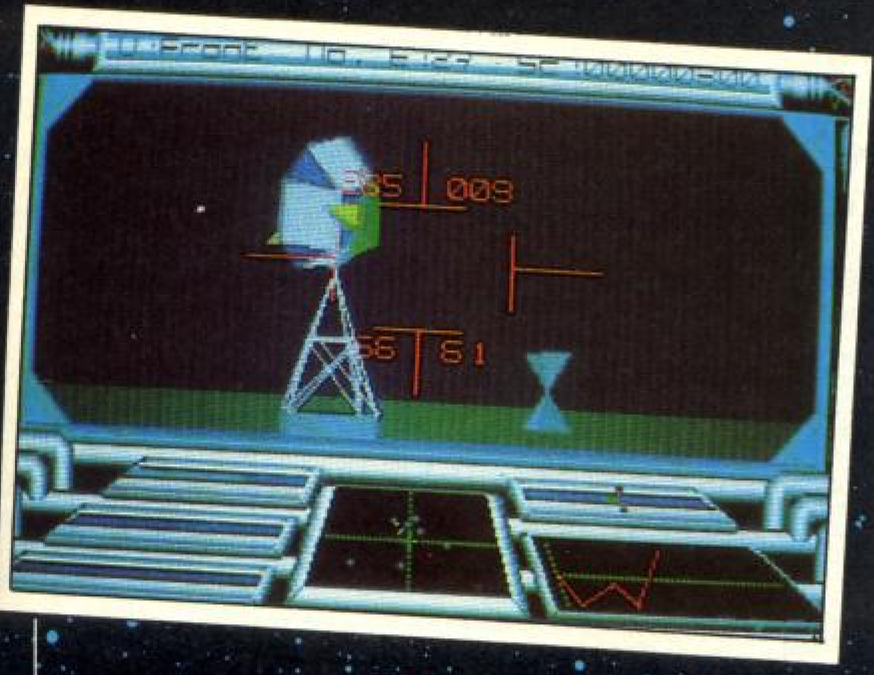


▲ This is probably the only quiet moment you'll get in this game – so I'd grab a Coke now, if I were you





If you liked Encounter **on the 64,** Battlezone **in the arcades and** Backlash **on the Amiga, you're in for the time of your life –** Voyager **combines the best bits of all three and throws in a whole lot more: strategy, lightning quick arcade action, fabulous 3D, hours of absorbing play – you name it,** Voyager's **got it. And that's not all: out of the goodness of their hearts, Ocean are throwing in a separate cassette soundtrack (a sort of mish-mash of the Pet Shop Boys and Art Of Noise) which has to be one of the most mind-blowing pieces of music I've ever heard for a computer game. If you haven't got the message, it's this: grab hold of** Voyager **as soon as you can afford it.**



▲ What's the function of that innocent-looking radar? And is THAT one of those weapons/energy pods you've been told about?

HINTS AND TIPS

1. Keep moving in tank mode.
2. In skimmer mode, keep flying to a minimum. It uses up less fuel.
3. When you've cleared a moon, find the portal quickly.
4. Avoid open spaces and keep looking for cover.
5. When you reach a new moon, check all your data straight away.

Get ready for a journey beyond sight and sound. Jump into your flying boots (a pair of them Garfield slippers will do), strap yourself into your armchair and get ready to take part in one of the most atmospheric 3D space games you'll ever play. In fact, that's what I like best about this – the feeling that you're really exploring an alien environment, that you can take cover behind inanimate objects and that enemies coming up from behind or above scare you half to death! So what's it really like? Well, just sit back, close your eyes and imagine Encounter **with loads more atmosphere and action thrown in. Like the sound of it? Then get yourself a copy of** Voyager!

WHAT'S WHAT ON THE RADAR

LIGHT BLUE – Inanimate obstacles

DARK BLUE – Equipment pods

WHITE – Airborne craft

RED – Ground-based craft

MAGENTA – Most hostile craft

FLASHING DOTS – Missiles, mines, etc

64

With its superfast 3D and great depth, it seems unlikely that there'll be a 64 version of this brilliant game. Not unless someone talks Ocean into doing a vector graphics version, that is. Oh well . . .

update

PRESENTATION 87%
Clear screen display with loads of information, inbetween level sequence and brilliant music cassette.

GRAPHICS 91%
Extremely fast and smooth 3D; realistic animation on every opponent, and plenty of colour.

SOUND 90%
In-game sound effects and tunes plus separate (brilliant) soundtrack on tape.

HOOKABILITY 78%
It takes a while to get used to all the keyboard controls and functions but the actual shooting's easy enough.

LASTABILITY 95%
With ten increasingly difficult planets to clear, you'll be voyaging for ages.

OVERALL 94%
One of the most atmospheric 3D space exploration games around.

ROAD BLASTERS™

US Gold, Amiga £19.99

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▲ **Not the greatest coin-op in the world – but this is a decent enough conversion**



I've always been a stickler for this in the arcades, and I have to admit that while this is a rather flawed conversion, lacking speech, sampled music and more detailed sprites, it's actually *still* very addictive. It may just be the yob in me, but I get real pleasure out of blowing all those cars to kingdom come. There's no way of getting round the fact that Road Blasters **could have been better as far as the accuracy of the conversion goes but even as it stands, it's a winner in my book.**



Road Blasters **is one of my favourites in the arcades, so imagine my disappointment when I loaded up what could have been a near perfect conversion, only to find an incredibly easy game lurking behind poor music, average sound effects and basic sprites. The scrolling road is effective, and all the levels have been crammed into one load; I wouldn't have minded putting up with some sort of multiload, just to get a totally accurate game of** Road Blasters **on the Amiga. Oh well.**

conversion 69 factor

PRESENTATION 70%
Joystick or mouse option. Same effective screen layout as the coin-op.

GRAPHICS 69%
Effective 3D rolling road, but sprites could have been more detailed.

SOUND 57%
Average rendition of the original arcade ditties. Some of the spot effects aren't too grand, either.

HOOKABILITY 82%
It's *Roadblasters*, man.

LASTABILITY 57%
Easier than the coin-op, so it won't take long to finish. You can always go for a better score, though.

OVERALL 75%
Could have been a tougher and more accurate conversion, but a fun drive 'em up nevertheless.





US Gold, C64 £9.99 cassette, £12.99 disk; Amiga £14.99

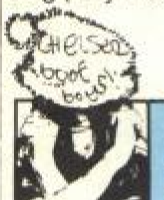
In today's moral climate, it seems that more and more people are living by the rule 'kill or be killed'. Some people are taking the idea to extremes, plunging into danger just to prove that they're really hard and a lot stupider than all the other guys.

Kwon is one such person. Filled with the need to demonstrate the power of his homeland, he decides to travel the world doing battle with all manner of opponents. First off it's away to Russia and to the majestic city of Moscow . . . to kick seven colours out of the Russians (and this month's Henry Kissinger Award for diplomacy goes to . . .) starting with the nearest Kremlin guard and then his dog (very friendly – no, I think I'm lying).

After those little Russian confrontations it's off to Amsterdam for a bit of . . . WHOARR! KNOWORRAMEAN! But Kwon's reputation has spread and one of the . . . er . . . young ladies (ahem) tries to knock him stupid. Once you've got rid of her, there's her friend to deal with.

Next comes the holiday atmosphere of Barcelona, where Kwon decides that Miguel the bullfighter isn't doing the best job of beating the horned brute, so he leaps in the ring, smashes Miguel unconscious and then deals with the bull.

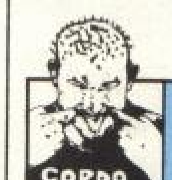
Well after a beating a bull, Kwon is well away. Nothing can stand in his path . . . can it?



The backdrops are quite attractive – detailed and atmospheric – in both versions of HKM; but the sprites are pretty appalling. The animation isn't exactly incredible on the Amiga or the 64 and the blobby animal sprites on the 64 just have to be seen to be believed. Worst of all, there really isn't any gameplay to speak of in either version – the 64's really easy, the Amiga version's annoyingly hard and both are really repetitive with little skill involved. Avoid.



As soon as I saw the naff loading screens, I thought that things were starting to go a bit awry. That's when the game came on – oh dear. The sprites on the Amiga version are large enough, but the animation leaves a lot to be desired. All it amounts to is a few basic moves and actions, none of which are particularly realistic. The 64 version doesn't even have decent sized sprites to fall back on (just some twiglet-like dogs, people and bulls) and if we're talking about playability . . . there's hardly any! The 64 version is ridiculously easy – so easy in fact, that I finished after just one go – I don't think I'll be returning to it again. This is an incredibly weak program and one of the worst fighting games I've ever seen.

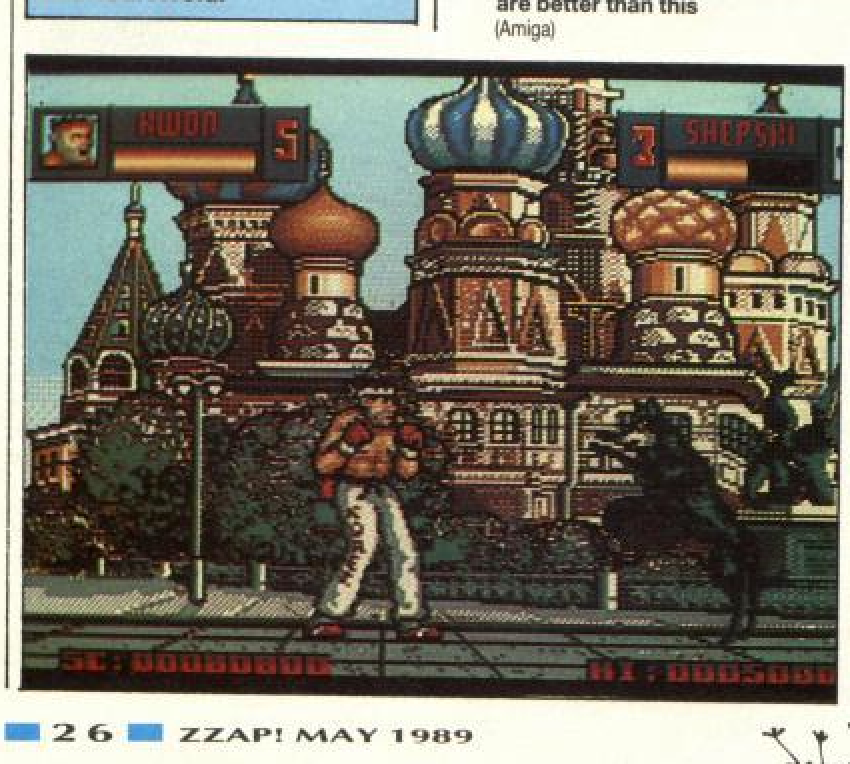


I usually love this kind of game – in fact IK+ **is one of my all time favourites – but** Human Killing Machine **fails to generate any excitement in the old fighting genes at all. The similarities to** Street Fighter **are inescapable – apart from one thing:** HKM **is actually worse because you get one game instead of two. The graphics are poorly animated, the sound is annoying, the multiload drawn out and the playability virtually non-existent. In fact, it lacks just about everything that a good game should have, so stick to** IK+ **until something better comes along. The Amiga price tag is a great idea – I just hope better products will support it in future.**

▼ **We finished this game on the first go – maybe you'll have worse luck** (64)



▼ **Let's hope future £14.99 releases are better than this** (Amiga)



AMIGA GAMES AT £14.99!!

This is US Gold's first venture into 16-bit games at £14.99. For an experimental period, a selected number of Amiga titles should go on sale over the country for five quid less than you'd normally pay for a full-price game. OK, so this might not be the best title to start off with but with products like *Outrun Europa* and *Last Duel* (which would have got a Sizzler if we'd known the lower price) to be sold at exactly the same price, this has to be one of the best moves for Amiga owners in a long time. If only other software houses would follow suit . . .

64		amiga
43%	**PRESENTATION**	41%
	Drab appearance – nothing special.	
36%	**GRAPHICS**	34%
	Tiny 64 sprites fight over dull backdrops and the larger Amiga graphics have very little in the way of interesting or realistic animation.	
24%	**SOUND**	22%
	Pathetic tunes soon become annoying on both versions.	
49%	**HOOKABILITY**	44%
	The 64 version is ridiculously easy and the Amiga one is frustratingly hard.	
15%	**LASTABILITY**	28%
	Far too easy on the 64 and not compelling enough on the Amiga to warrant lasting interest.	
31%	**OVERALL**	**45%**
	A beat 'em up which doesn't look too hot, sounds uninteresting and plays even worse. The Amiga mark is only higher due to the price tag.	



ACE 2088

Cascade, C64 £9.95 cassette, £14.95 disk

Generations ago, your ancestor piloted the ACE combat plane to victory on Earth. Now it's your turn – this time, in the vastness of deep space.

Throughout the galaxy, alien opposition has been conquering planets under Federation jurisdiction. Being pretty dis-chuffed at this action, Mission HQ on Earth have ordered you to sort out the enemy invaders. Boarding the mother ship Deliverance, you must hop, skip and jump across the stars, to each of the 118 colonised Federation worlds and, in your Zielger II starfighter, crush the alien threat before it steamrollers its way across the star system to the mother planet.

On board Deliverance, you have at your disposal a host of different information screens to plan your strategy. Whether you wish to check who is on your side and who isn't, or find out the armed strengths of a particular colony, there's a screen here to tell you.

Being the state of the art in fighter design, the Zielger II has an impressive array of offensive and defensive technology. As well as the standard heavy duty front pulse cannon, each of the three Zielger II's on board Deliverance is capable of carrying eight long range missiles, eight rear defence missiles and four fusion bombs, needed to decimate the enemy bases. Tougher shielding and a Rapid Anti-Matter Rechargers can also be fitted, although these are in short supply.

Once armed, you must jettison from Deliverance and begin your assault on the enemy. After negotiating vicious orbital defence fighters, stationed to halt your attack, you must fly down to the planet itself and knock out all of the bases found there.

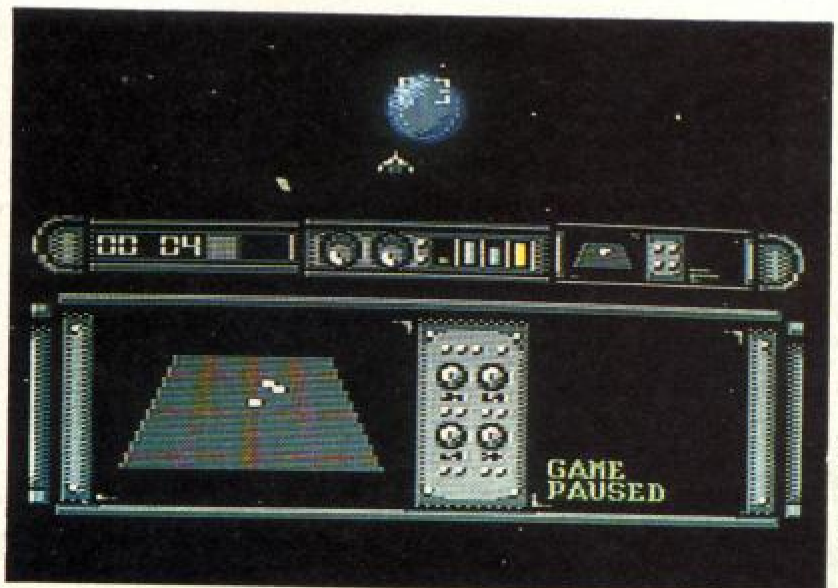
While this is not exactly a cruise through the park, you will find that rebel forces on the planets (themselves none too pleased over the current state of affairs) will assist you in your task. They'll attempt to destroy enemy bases and even, on some occasions, overthrow the enemy on their own and regain control of their own planet. Whichever way success is achieved, it's back to the mothership, to plan your next assault on some unsuspecting alien force.



▲ *Captain's Log: Stardate . . .* er . . . oh no – it's *Ace 2088*, isn't it? (sounds of door being slammed shut behind sacked ZZAP! captions writer)



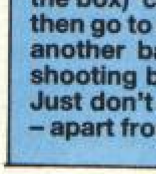
Although I thought Ace **was great for its time, I never thought much of the sequel, and this latest offering, stripped to the bare bones, just seems like more of the same. There are a lot of nice touches to** Ace 2088, **such as the way the missile target phases into view – and loads of different information screens with some fine animation scattered between them lift the presentation marks. Unfortunately, when you get down to the actual gameplay, there's little more here than an average shoot-em-up.**



▲ **What this screenshot doesn't tell you: the poor 3D movement and the bland gameplay. Tut tut. Naughty screenshot**



Apparently this is a space-flight combat simulation. Is it? Nope. Just a fairly average shoot 'em up with bits of uninteresting travel in between. The sound isn't impressive and the 3D graphics aren't exactly overly convincing but that wouldn't matter if the actual gameplay was something to write home about. It's not. Shame really, because the quality presentation's definitely worthy of something really hot – not just an average shmup with ambitions to become a simulator when it grows up.



Ace 2 **in space. That's really all this is. So you can go down on planets and there's me fancy screens to add variety, but they don't hide the fact that Cascade have run short of ideas. I think it's a big joke calling** Ace 2088 **a simulation (as displayed on the front of the box) 'cos it isn't. Just shoot the baddy, shoot another baddy, then go to another planet where, guess what? That's right, shoot another baddy. Mind you, that's all well and good if you like shooting baddies and aren't too bothered about ineffective 3D. Just don't expect much difference between this and its prequel – apart from a few cosmetic additions, that is.**

amiga

An enhanced Amiga version is on the cards for later on this year but there are no plans or concrete details as yet.

update

PRESENTATION 79%
Uncluttered displays, with loads of information – but the manual's a bit skimpy.

GRAPHICS 67%
Smooth, well animated information displays compensate for only average sprites and starfield backdrops.

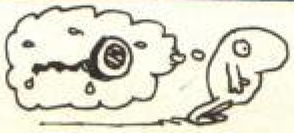
SOUND 39%
No tunes, and unimpressive spot effects.

HOOKABILITY 68%
Looks as though it could be quite involving at first.

LASTABILITY 52%
Not enough variety to keep you at the screen for ages.

OVERALL 58%

May appeal to fans of the earlier *Ace* titles. Try before you buy, though.



HARW

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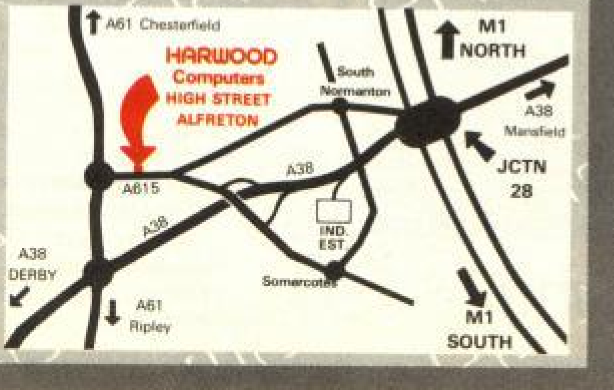
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Time to pin back your lugholes, give your inner bone structure a bit of a sweep and get ready for a rip-roaring roister-doistering riot of fruity frolicking fun. Er . . . on second thoughts, just get on with reading the Rrap . . . And while I'm here – no more chickens, please.

IS THE RRAP CRRAP II?

Dear Lloyd,
I would just like to comment on something that has been annoying me for some time. The problem is . . . STUPIDITY!!

Long ago, in the far distant past of ZZAP!, the reviewers, (and therefore the magazine) were more serious types – people like Paul Sumner and Ricky Eddy – and I must admit it didn't prove very interesting reading in them days. This attitude was reflected in the letters you received (mostly boring).

But . . . since the new reviewing team came on the scene, the magazine has reverted back to the style of the first issues of ZZAP! – fun loving, being complete prats and acting as stupidly as possible. This attitude has also been reflected in the letters you receive – ones like 'Slobber' and the banana craze.

'All well and good' you might say, but it's going a bit too far. Hardly a review goes by without senseless gibberish or mention of GH's belly. The comments in reviews are completely useless except for a laugh. Some/most reviews are quite good, and maintain a balance between seriousness and being wild and wacky, but they do get carried away sometimes.

By the way, if Kati Hamza says: *an' all that an' everyfin'* again, tell her I'll throw her out of a 3rd story window! (or does she do that as a hobby anyway?!!)
Daniel 'interesting' Egerton, Cumbria

. . . be fair in the intro. Humour can still come into the comments, but still make it relevant to the game.

The humour is good – but keep it in its place. And as a review mag, be serious about the reviewing.
Yours faithfully
Neal Todd, Warminster

. . . After much deliberation as to whether or not to write to you, I finally put pen or printer ribbon (depends on how you look at it really) to paper. Let us take a step into my time machine, curiously made from the Blue Peter Year book 1974 out of 400 tubes of washing up liquid and some double sided sticky tape. Press the start button and away we go (*cue eerie music and flashing lights*).

In the bygone days of computers and the 64 there was a rare, quiet and obscure little publication called ZZAP! 64 which catered only for the Commodore 64 computer. This magazine quickly began to carry a cult following and soon became the most popular magazine of its kind.

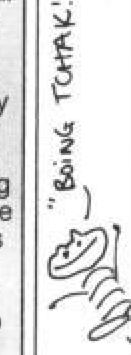
The first time I bought it, I thought to myself 'hang about, this magazine has a sense of humour, it's not square like the others, it's fab' and from then on, I read it every month. Coming back to the future, it still has that sharp sense of humour that has always been there but over the past months has excelled itself. I read every word each month and on many occasions have had aching sides from laughing so much.

Imagine my joy when the magazine became even funnier and the caricatures of the reviewers were drawn again, even sillier than before, the Rrap became the centre of funny, peculiar, downright silly letters and the reviews and the mag became more light-hearted as a whole. My life was complete.

That was up until a few months ago. Then certain people, who shall remain nameless, began to complain about the humour and were asking you to sober up and become less frivolous. I was clearly upset. Now I don't mean to sound rude, but why don't you lot just shut up? You don't have to laugh, you don't have to read the funny or silly letters – there are other features in the magazine that cater for people with a different or *no* sense of humour, you know. And let *us*, the people who enjoy having a good old chuckle in life, carry on doing so with ZZAP! Maybe my sense of humour isn't the same as everyone else's, but that's just the way I am and I'm sure there are many others like me.

Congratulations ZZAP! for bringing just that extra bit of laughter into my life every month and I hope your brilliant mag continues to do so for many years to come. Right, now where did I put my copy of Bernard Manning's Greatest Jokes. I'll buy THAT for a Dollar. . . . .
Simon Cohl, Middlesex

It all comes down to a matter of taste in the end, doesn't it? However, for all those people who think that maybe the reviewers are just a tad OTT at times, we've found a solution. We've connected up the Hamza creature to a set of electrodes, and if she says an' all that an' everyfin' *ever again, she'll receive a dosage of 10,000 volts. Maff has been threatened with death if he carries on with his rubbish jokes, and Gordon was never funny in the first place. Happy reading, folks.*
LM



WILL EVERYBODY JUST SHUT THE F*** UP UNLESS THEY DON'T WANT TO

**Dear Lloyd,
I am not going to start my letter with *Slobber III* for you to reply *Bleuch III* because I agree with Rebb from Holland. I'm sick of all the bullcrap that people write in. So right on Rebb, I am with you all the way.**
Anthony Melarangi, Runcorn.

. . . Referring to 'Will Everybody Just Shut The F* Up!!!' in March's** Rrap: no, I'm not going to say how disgusted and disappointed I am with you for using the 'F' word, I'm going to say what a pair of BORING B***ARDS Robert and Rebb are, have they got totally no sense of humour whatsoever? I read Viz every month.
Ste (The Cure Fan), Leicestershire

The Rrap's the one part of the mag that's written by our readers (we print a representative selection of mail each month) so if you want to make more jokes or to get really heavily into serious discussions on anything from piracy to bananas, then write in and tell us. As you can see from the letters above, different readers can have pretty different opinions but if you really want bits of the Rrap to change, it's up to you.
LM

DOBERMAN-LOVING FUN

Dear Lloyd,
I would like to complain about your ZZAP! caps, because they're not very tough are they? I mean my Doberman ripped a hole in the front in about 3 seconds flat.

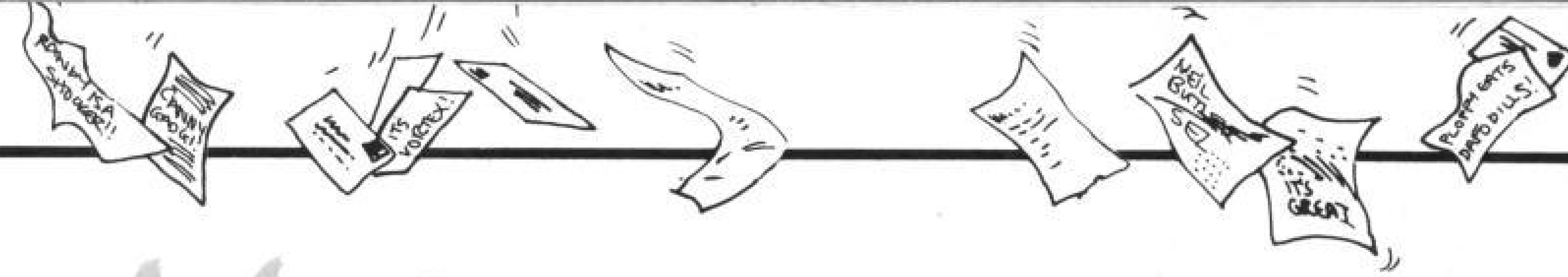
I'll tell you exactly what happened. I left my Z.C. (ZZAP! cap) on the chair and then I went into the kitchen to make a cup of coffee and when I came back my dog was eating it. Now this got me really annoyed because I won it as a prize for being a runner up in the charts, and that was the first thing I've ever won and probably the only thing I'll ever win.

So please please please could you send me another cap.
Yours hopefully,
Colin Pitt, Middlesex

Nice try, Colin, but no. And let this be a lesson to other readers: never leave your ZZAP! Cap lying around in the same room as a Doberman.
LM




ZZAP! RRAP
"FROM ADAM FELLOWS!" TA CHUCK!
ZZAP!
AN EVERYDAY STORY OF COMPUTING PEOPLE
Y'KNOW KATI, I THINK IT'S ABOUT TIME WE HAD A WORD WITH MAFF ABOUT HIS COOLNESS
AH, C'MON GORDO, HE'S NOT THAT BAD
"ZZZZZZZ"
THEN, A MAJESTIC FIGURE ENTERS ....
O.K. KATI, I'LL PROVE IT TO YOU
HEY MAFF, YOU'RE LOOKING COOL TODAY!
COOL? HEH, HEH, HEH!! THAT'S AN UNDERSTATEMENT. I'M SO COOL THE WATER BOARD PAYS ME TO STAY AWAY FROM THEIR PIPES IN CASE THEY FREEZE.... ALSO, 'WALLS' ICE-CREAM HAVE OFFERED ME A CONTRACT.... WHY DO YOU THINK I ALWAYS HAVE TO CARRY THE DRINKS ON PICNICS.... DRONE ....BLAH.... BLAH....
YES, O.K.... FINE. NOW LISTEN.... FINE.... FAIR ENOUGH. O.K.... YES...
LOOK MAFF, BELT UP!!
SEE WHAT I MEAN, KATI?
OOF!!
SOB! I-I'M SORRY GUYS. I'VE BEEN TRYING TO CUT DOWN ON THE COOLNESS, BUT I GUESS I'M JUST....
ADDICTED TO TRENDINESS!
DON'T WORRY MAFF! I KNOW JUST WHAT YOU NEED - A SHOCK TREATMENT. COME WITH ME!
OUTSIDE....
WELL MAFF, EITHER YOUR COOLNESS IS GETTING WORSE OR YOU NEED A NEW DEODORANT
OH! IT'S HIM!!
SWOON
IN A LOCAL SHOP....
NO!! YOU CAN'T BE SERIOUS!!
2ND HAND SHO
GORDO, DO YOU REALLY THINK THAT THOSE OBSCENELY SQUARE CLOTHES WILL CURE MAFF?
NO, I JUST THOUGHT IT WOULD BE HILARIOUSLY FUNNY
AF
THE END



THE TIPS INDEX FAN CLUB

Dear Lloyd,
I have been reading ZZAP! for nearly two years and this is the first time I have put it down to write, and voice my views. I am one of the old breed of ZZAP!'s readers, and it has given me great pain in seeing the index to all tips, POKEs and so forth in Issue 44 (December 88 for those who can't count). The index refers to many issues which are difficult if not impossible to get hold of. May I suggest and I think many will agree:- That you reprint the issues of old so we can buy them OR print all POKES, tips, maps, etc in a seperate book and offer it in your sales section.

I wouldn't mind or complain about forking (notice no misprint) out five or ten quid for the chance of obtaining all these loverly POKEs (ouch! No not that kind of poke!).

This book would be a useful ASSET, as in the past I have *Gulp!?* cut out the tips sections and slapped it into a book *(cue sound of gun firing though temple and splatting brain all over walls).*
Anon, Folkestone

Right now there just isn't the sort of demand for a tips booklet to justify printing it. If we did, we'd have to sell it at a really unreasonable price so nobody would buy it anyway. Still, if enough people express an interest, the big men with cigars and pinstripes who decide the future of ZZAP! might just decide to listen . . . But then again, they don't listen at the moment (mumble mumble).
LM

Verylongandsillyworditis

Dear Lloyd,
Pneumonoultramicroscopicsilicouolcanoconiosis.
Paul Bradley, Gainsborough

Floccinaucinihilipilification.
LM

BUDGET BONANZA BANANA

Dear Lloyd,
Re the March 'Letter of the Munf', having good full-priced games re-released at budget price is great for people like me with little dosh, but the games concerned are getting newer and newer – just like compilations a couple of years ago.

Eventually, I can see the only full-price games being coin-op conversions or TV/Film tie-ins, and they would soon be stuck on a compilation or rereleased at budget – or both (a la*Ghostbusters* on Ricochet and Beau Jolly's *Chartbusters*).

A couple of years back there were rumours of the one pound budget game – 99p for a presumably limited piece of entertainment, but now I can see old budget classics like *Thrust* and *BMX Simulator* going this way one day.

What with classics like *Tetris* being knocked down to three or four quid on release and other full-price games fading into obscurity straight away, I can't see how the smaller software houses producing these titles can compete against Silverbird, Rack-It etc. Putting out games like *Bubble Bobble* and *Sanxion* for two and three quid, plus original titles like *Slayer* and *Zamzara*.

Still, there are houses like System 3, Palace and Thalamus who put out original, successful games (but they are ALL, without exception, good). Keep taking the tablets.
Leon Cox, Brighton

Personally, I'm quite pleased at how the budget market's going at the mo. Brilliant oldies like Paradroid *and* Little Computer People *are being released at bargain bucket prices and giving younger gamesters the chance to play a whole bunch of stuff they'd never have a chance to buy otherwise. Just goes to show that if you've got a 64 and a limited amount of cash, you've now got a wider choice than ever before as to what to spend your money on. Not 'arf bad, if you ask me. On the* 99p *budget game front, I can't see it happening; but it's surprising how many budget compilations are coming out – witness the Firebird one in The Word this month.*
LM

A WILF LETTER

Dear Lloyd,
Out of the ashes of R.A.S.H (Rrap March '89) rises, like the mythological Elephanix, the Welling International Liberators of Fatties – or WILFs for short. We dare any member of the ZZAP! team to insult our newly declared chairman, Gordon Houghton. If 'Cool Dude' Evans (has anyone else noticed the receding hairline?) or that 'scatterbrained, fastidious, madcap kinda gal' Hamza step out line then we will not be held reponsible for our actions.

With Gordon in our organisation our membership has risen 100%, bringing the total membership to four. My motives behind this warning are the following:

1. **At school I was dogged by the nickname 'Blubberbutt' so I know what it is like to be taugnted (wrong spelling?)**
2. **After the disbandment of R.A.S.H and the obvious ineffectiveness of the Nuneton Tea Cup Liberation Front, we WILFs thought Gordon needed protection.**

So what do you say, all you unthin ZZAP! readers? Let's join guts and protect this ZZAP! editor.
Bernie 'Cyril Smith' Manning, founder and other member of W.I.L.F.

SLOBBER III

Dear Lloyd,
SLOBBER III: The Revenge.
KEVIN BAIN, AYRSHIRE.

Death Threat II: No more slobberers, please.
LM

AFTERBURNER AFTER MATH

Dear Lloyd,
I have just bought the Commodore 64 version of *Afterburner*. I loaded the game, plugged in my trusty old joystick and hit the fire button. The game started, I wiggled the joystick round a bit to find that the plane moved in a very unrealistic way. The background graphics were even worse. The game was pathetic. A few days later I played the Speccy 48 version. It was excellent, no blocky graphics, smooth movement and a much more exciting game.

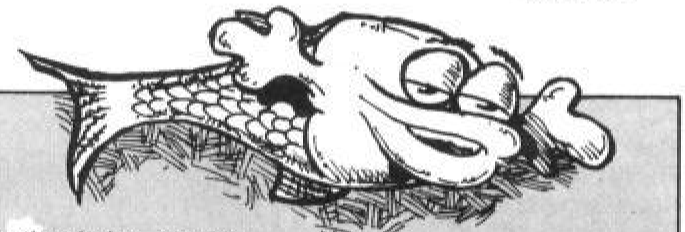
What are Activision 'playing at' if a game can be so good on a Speccy it can be just as good or even better on a 64. Come on Activision, what happened to the good old games like *LCP*?
N. Davies, Solihull

Yeah well, Little Computer People *didn't have 3D in it, did it? I'm no technical genius but one thing I do know is that for all its disadvantages in terms of graphics and scrolling, it's much easier to produce fast and effective 3D on the Speccy than it is on the 64.*

But what were you doing buying the game before you'd seen the review anyway? Having fallen for the hype and wasted a tenner myself a couple of times, I've decided to wait for the reviewers' opinion before I buy from now on – I'm sick of making really expensive mistakes.
LM







THE FISH SURVIVAL KIT

Dear Lloyd (alias the man with a paper bag over his head).

I have an important piece of information for fish lovers everywhere! Today (18th February) while playing *Pro Ski Simulator*, I flicked channels to BBC1, just in time to see a frightening atrocity: Ken D Fish being kidnapped by a Hell's Angel! Has Ken reappeared at ZZAP! Towers? How much is the ransom? Are you going to pay it? Anyway, for all you fish owners at home, here are some Fish Survival techniques, as devised by me, Dr Swinehund.

1. When taking your fish for a walk, be careful to have him on a close lead.
2. Always disguise him/her as an anteater, to avoid detection.
3. Never, ever, feed him cheese, as Hell's Angels home in on this.
4. When bathing your fish, bath with him, and always carry the Doctor Swinehund MK IIVX Harpoon. It doesn't work, but it looks frightening.
5. And the most important rule of all, the one you must never forget, is don't let your fish watch *Gremlins*. This will kill him/her.

So for the time being, pay the ransom, follow these rules, and kiss your fish every morning before you go to work.

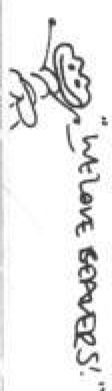
Happy fish loving!

Dr Swinehund, Wiltshire

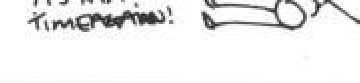
Everyone will be pleased to know that we rescued Ken from Hell's Angels; but much water has passed under the bridge since then. Ken is rather embarrassed about his last business trip to Grimsby. A minor indiscretion with a lady haddock – Edna – has led to him being suspected of parenting 1500 Kenlets – last seen at a Grimsby football match. Ken would just like it to be made known that he has never been to Grimsby, has no knowledge of anyone called Edna and was tucked up in his castle with a hot piece of gravel on the night in question. Honest.

LM











THAT GADGI WORD STUFF

Dear Lloyd,
Just a quick line to answer the Fat Man's query as to the meaning of the word GADGI: In our neck of the woods GADGI is used in place of words like BLOKE and FELLA.

Hope you will all now be able to use the word GADGI in its correct form.
Paul Walker, Cumbria

. . . I've done it! In answer to everyone's prayers I've discovered what the word gadgi means. Gadgi is an adjective meaning 'pertaining to a gadge'.

Anyone know what a gadge is? . . .
Chris Watson, Suffolk

According to PG, the ex-ZZAP! writer, who rang in especially to tell us (and to ask for his teapot back) gadgi means exactly what you said – an old bloke or fella – except we spelt it wrong. He says it should be gadgee. But then what do we know? Any other definitions lurking out there?
LM

SPECCYS ARE RUBBISH – IT'S OFFICIAL

Dear Lloyd,
A few months back you introduced the new reviewer KATI. This is great! In all my life I have never known a girl to be interested in computers! I expect it's brought in some women readers. COME ON YOU WOMEN. READ ZZAP! YOU'LL LOVE IT WHEN YOU DO.

Still at school in the fourth year, I hear many SPECTRUM owners who think the COMMODORE 64/128 are totally s**t. I totally disagree with them and they say why don't you buy a SPECTRUM instead?' I would never degrade. What's your opinion about them? (Totally mad and they all need to go and see a Psychiatrist?) Though soon I'm upgrading to an Amiga.
The Banana King

As far as we're concerned, Speccys are RUBBISH – but then, could we be just a little bit biased? If you compare the cost of a 64 (almost £160) with a +3 (nearly £200 – and for that you get some really rubbish graphics), then there's just no competition whatsoever, is there?
LM

That new gadgi reviews stuff explained (again)

Dear Lloyd,
I would like to comment on the new rating presentation – it's crap!! No, only kidding, but it is a bit weird!! Placing the Amiga percentages next to the CBM 64 percentages is not a good idea. Take the *LED Storm* review for instance. How come the CBM 64 gets 86% while the Amiga version only gets 80%? The CBM 64 graphics are very blocky compared to the Amiga. You've given sound on the CBM 64 94%, and on the Amiga only 90% – the music on the Amiga version is one of the best tunes I have ever heard on a computer, and then the overall is 94% for CBM 64, but only 92% for Amiga.

I know what you have done, ie: not given marks according to a comparison of the two machines' capabilities. You have instead marked them individually.

But don't you think it's a bit funny when you see 6% higher graphics for the CBM 64 when the Amiga has 100% better graphics??? Maybe you should present them apart – there might be some stupid thick headed commie users thinking, 'HA! *LED Storm* got better ratings on graphics and sound on the 64 than the Amiga – so much for mega graphics etc, naw naw!!'

Oh, and I used to have a CBM 64, so don't cop me with any CBM 64 bull!!!

I reckon the software houses that bring out games at £24.99 for the Amiga must be rolling in it. More often than not, the game is rubbish, and you can tell that not much effort and design time went into making it (ie: ported across from the ST). Would all the CBM 64 owners want to buy *Techno Cop* for £14.95? I very much doubt it.

Also the reply that I have seen says that prices will come down once Amigas get more popular is rubbish. If you were a company selling games at £24.99 and then your customers doubled would you lower your prices or keep them the same?

Now I know that the £24.99 is only the recommended price, but it's like having £14.95 on the CBM 64 as your top price instead of £9.95. If they were to bring it down to £14.95 instead of £24.99 and budgets about £5-£7 pounds, it would be very interesting to see what would happen.
Julian Smith, Sheffield

To answer your last point first, it's interesting to see that US Gold have now reduced a selected number of new products to the low price of £14.99 – long may it stay that way. Personally, I think anything above £25 is a rip-off, and anything above £20 is only justified by depth and lastability – stuff like Starglider 2 *and* Carrier Command. *It would be nice to see more companies making more Amiga software affordable.*

As for the new ratings, we combine the boxes because it's interesting to see just how the different versions compare. But you're right – we judge the games on their own merits, and within their own format. So, for LED Storm, *the Amiga version had better graphics than the 64 but not the most amazing graphics for an Amiga. Each game is rated independently within its own format.*
LM

ARE CONSOLES CRAP OR CRUCIAL?

Dear Lloyd,
It's a fact that the majority of people who have bought a 16-bit machine, have done so exclusively for the pleasure of playing games. Even so can this justify an asking price of upto £400? I think not.

However, I've got my money safe, for within the next year I'm expecting BIG things. Things which are set to revolutionize home games playing as we know it. For soon everyone could have an arcade machine in their home in the form of a . . . console.

Yep, consoles represent the future, but forget the ones currently available and instead look to those due (in any quantity) to our shores shortly. First of which will be the 8-bit PC Engine, a truly potent machine with superb games. As it stands, the PC Engine is quite capable of delivering arcade standard action on its own, however NEC have has the new innovation of producing the CD-ROM add-on, and device capable of boosting 548 MegaBytes of memory, hence dramatic improvements in both graphics and sound.

All this power blessed on only an 8-bit machine! The story doesn't end here though, for thereafter we will s a range of 16-bit consoles set to blow your mind.

So, using the PC Engine as an example, it's obvious to see the power which the 16-bit versions will possess. All that's needed now is a hydraulic cabinet, and Konix have plans for that. The way I see it, there are two options open, either you buy an Amiga and commit suicide when you see the power of the new consoles for half the price, or you wait and buy a console and let someone else commit suicide. The choice is yours.
Dennis Warden, London

Hang on a minute – don't write the Amiga off just like that. The PC Engine does look pretty hot stuf but there's still quite a lot that a console can't do. I'd like to see them producing something as complex as Starglider II, Dungeon Master, *a role-playing game or any adventure on the Engine before I write off the 16-bit computers first. What about the price and availability of software for the Engine (about 20 or so titles available and £30 a time)? Just think how many more titles there are available for the 64/Amiga right now!*

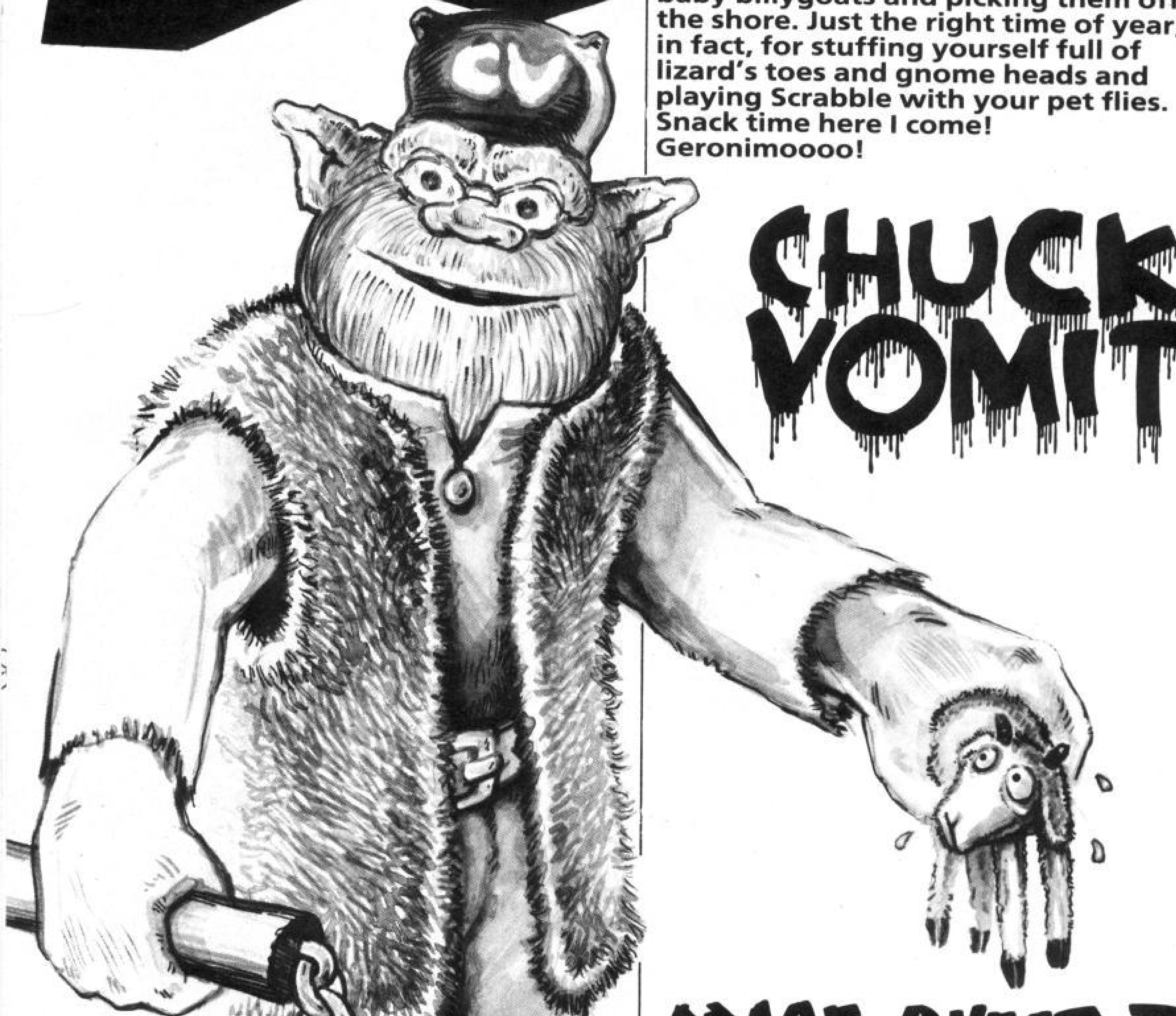
Sure, the console market is looking good, but for flexibility, variety and choice of games, the 64 and Amiga are still pretty hard to beat.
LM

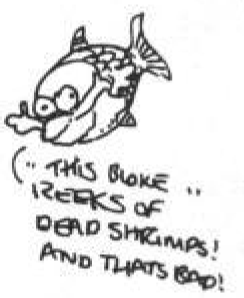
Regrets – I've had a few. But then again, too few to mention. I did what I had to do – and if you give me half a chance I'll do it next month. Just send all your computerised and other thoughts to LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. I'll read them my waaaay.



Yaaayyy! Spring! Time to dust down my Bermuda short-ettes and get back in the river for a dirty great slime bath. Just the right time of year for catching baby billygoats and picking them off the shore. Just the right time of year, in fact, for stuffing yourself full of lizard's toes and gnome heads and playing Scrabble with your pet flies. Snack time here I come! Geronimoooo!

CHUCK VOMIT





SPACE QUEST II

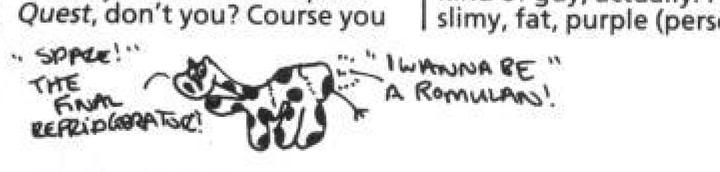
Sierra/Activision, Amiga £19.99

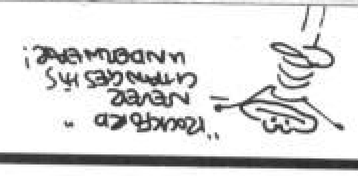


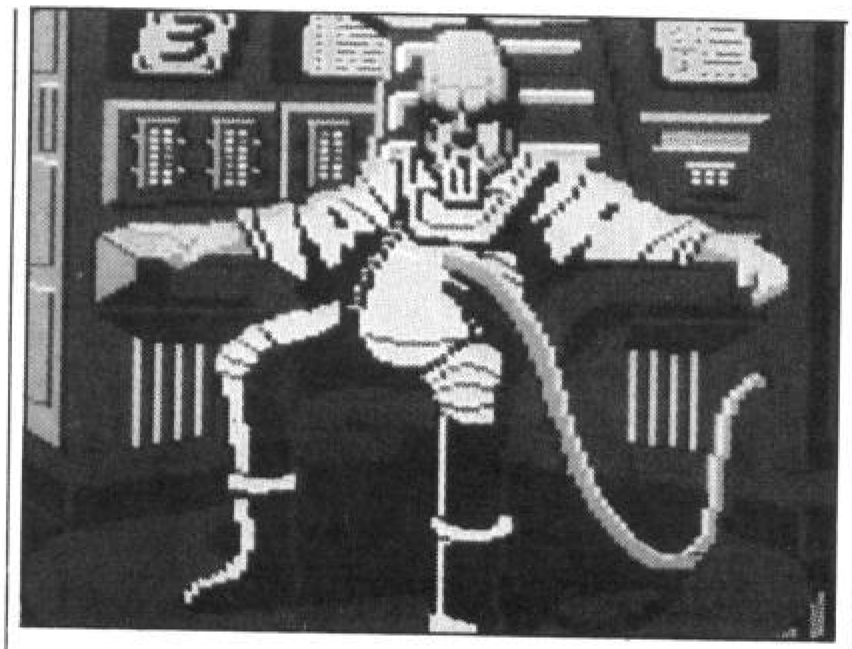
Space – the final frontier. I'm a big fan of *Star Trek*, me, so anything to do with space and all that googly stuff gets me really excited.

So – you remember *Space Quest*, don't you? Course you do. That was the time you, humble 'brain the size of a peanut' interplanetary janitor, managed to save your planet Xenon (now, where have I heard that before?) from certain death by Vohaul's secret Star Generator. Woo!

Vohaul sounds just like my kind of guy, actually. He's slimy, fat, purple (personally, I









prefer green) and really, really gross. And he's got a plan. Unless you manage to blitz him in time, Xenon's going to be invaded by thousands of genetically engineered life-insurance salesman synthetically designed to make the life of every single citizen a misery. Oh no!

Oh yeah. And if your skimmer hadn't crashed on the way to the labour camp Vohaul's picked out specially for you, you wouldn't be able to do anything at all about it. Luckily, if you're clever enough, you can make it through the planet Labion, back to Vohaul's asteroid fortress and try to STOP THE PLAN.

Action's presented in typical Sierra style. You wander around the 3D environment using your joystick and typing in commands (to pick up objects and so on) just as in a normal text input adventure.

According to the back of the box, the graphics are in 'incredible 3-D'. Erm . . . well – we all know what 3-D is like and this isn't it. You *can* walk behind bushes and trees but they look more like a pile of spinach (yeuch – really hate the stuff) than a shrub. I know you can't have brilliant graphics if you want a decent amount of memory devoted to the gameplay but you don't need to have badly defined blobby sprites instead. You can see from Lucasfilm's *Zak McKracken* just how much detail you can cram into this type of game it takes just one look at blockland to see Sierra haven't done as much.

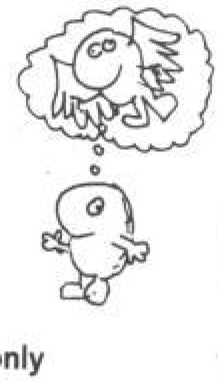
Yeah, yeah but what about the game itself? Well, I suppose it's OK if you like dying a lot. As for me, I'd rather spend the afternoon with a couple of tons of billy-goat spare ribs in bar-B-Q sauce than spend an hour of so getting killed every time I find a new location. So what if you can save to disk! Looks to me like they just ran out of ideas for a more interesting storyline.

Personally, I didn't go a bundle on this one but if you liked *Space Quest*, you'll probably find something to enjoy in it. 3-D and movement is a fair bit faster than the original (though the controls are still a bit fiddly now and then) and the parser's adequate. If you can stay alive long enough, there's plenty of puzzles to solve, but once you've died 56 times in the first half hour, does anybody really care?

Unless you're really into the *Space Quest* theme, take a long look at this before you fork out 20 quid. It may have nice presentation and a glossy box but when you get right down to it, it's just . . . well, your average lizard's toenail sort of romp. And who wants that, when you can sell a few buckets of snot for an extra fiver and buy a nice, shiny copy of Lucasfilm's *Zak McKracken* instead?

ATMOSPHERE	54%
PUZZLE FACTOR	65%
INTERACTION	50%
LASTABILITY	52%
OVERALL	51%

FAERY TALE ADVENTURE



Microillusions/Mediagenic, C64 £19.99 disk only



You don't have to be a brilliantly intelligent gamesplayer (like me) with thousands of admiring fans (like me), to know that there are some Amiga games which aren't ever going to translate that well to the 64. You know the sort of thing – *Starglider 2*, *Dungeon Master*, *Carrier Command* – and *Faery Tale Adventure*.

Come off it lads, you don't expect something which started life at about 50 quid and that got everyone shouting out state-of-the-art software left, right and centre, to go down as smoothly as a spot of gnome punch with extra lizard's entrails on the 64. It doesn't.

Anyhow, here's the low-down on the story. Julian, Philip and Kevin are three namby pamby spoilsport brothers who've insisted on ruining the life of a bunch of stinking ghosts, goblins and ghouls. What the brothers are after is a magical talisman and they're prepared to go out into the big bad world of lakes, castles, manors and settlements to get their cowardy custard hands on it.

The adventure is graphically displayed and you pick options, get objects, use magic, etc using either the mouse or a combination of joystick and keyboard.

Sounds OK so far? Yeah, well it would be if it weren't for the pretty basic graphics and the incredibly long and tedious disk-accessing time. Have they heard of data compression at Microillusions? Data compression, my foot! Even when you're just walking around samey ordinary grassland, there's a bit of disk access every 10 or 20 seconds and it takes about one minute of waiting around every time you walk in or out of a building.

Don't know about you, but I'd rather spend an afternoon washing my underpants (I only do that once a year) than waste any time slobbering over a hot jotick waiting for another little bit to load. Especially with graphics as flickery and indistinguishable as this. I mean, if you've got a graphic adventure, you should be able to see a bit more of an object than just a blob.

Apparently, there's an in-depth game behind all this. And if you can be bothered to get any way into it at all you deserve a presentation Chuck Vomit perseverance medal. Oh yeah – and if you've already wasted 20 quid on it – BAD LUCK. Hur, hur.

ATMOSPHERE	45%
PUZZLE FACTOR	69%
INTERACTION	60%
LASTABILITY	18%
OVERALL	23%



GADZOOKS! IT'S ZORK!!



Thought Infocom games only came out on disk didn't you? Thought you'd never ever get round to playing it on cassette, did ya? Yeah well, you were wrong weren't you. Na na nya na na!

Yup. The first title in the Zork trilogy is now available [in slightly shortened form] on C64 cassette so all you tasty cassette owners out there can experience the wonders of an ancient underground empire and search for the fabulous wonders of Zork. Magic!

Well, nearly anyway. Actually, the whole thing takes about 15 minutes to load in but once you've done that you'll be experiencing one of the greatest ZZAP! sizzling adventures of all time. If you haven't played it yet, and you're not bothered by the loading time, you could do worse than nip down to your nearest software shop and get hold of a copy for £9.99. Still think that's a bit pricey for such an old game – even if it is a classic . . .

PERUSE THE CLUES

More hot and hairy tiplets from a bunch of cuddly, guys. And the winner of the 30 quid software voucher iiiiiissssss – Nizam Ahmed of Middlesex. Fancy a giblet, anyone?

KENTILLA: put the mirror to the cage to defeat the Karush.
SHERLOCK: the opium den is on Slater Street and Basil lives in Camden Street in London.
BARD'S TALE: to make lots of money, first save all the characters. Then delete all but one character and keep on creating more characters. Leave the Guild and give their dosh to the original character and delete them again.
MINDSHADOW: you need the hat and the shell from part one to complete part two (Atha, Atha and Halliwell).
ZZZ: use the bike by pushing it to the house to which the Sandman ran. Fire at bullseye on duck shoot and you're given a balloon. Jump out, fire and exit.
JACK THE RIPPER: tie the bed sheets together, tie to bed, lock door, open window, climb out.
FISH: find a dry route while the cast is cooling.
CORRUPTION: if you're going somewhere you might lose your possessions, put them in your car. There's an interesting conversation to listen to on Teresa's phone at 12.10 (Stephen Bate).
WASTELAND: do not enter every tent. If the whole party is unconscious during a battle, just reboot. Do not visit Las Vegas unless you're very strong. The first place to visit is the rail nomads' camp, then go to Quartz.
ULTIMA V: the cities, keeps and shrines are in the same places as in *Ultima IV*. Don't steal food but fight for dosh, then buy food in Moonglow. In the chambers of Lord British, there's a magic carpet. Ask the owner of the Arms Of Justice in Yew for the resistance password. In every town, there should be someone who knows the password to the dungeons. You need an item from Empath Abbey to climb the mountains or you won't be able to complete the game.
JINXTER: burn the bread to keep your charm.
DRACULA: to deal with the dog, stand on the table, examine it and throw what you find.

CLEVER CONTACTS

Look after this lot and don't ring them in the middle of the night or you've had it – I'll kill you.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price ofMagik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island,Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest forthe Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8E8.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker,

Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS209RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

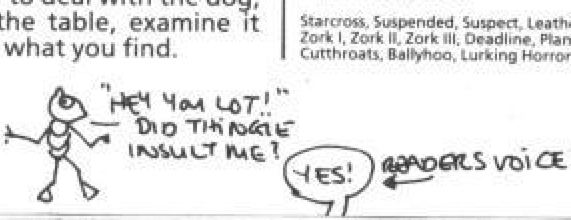
Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossaldventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol
Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

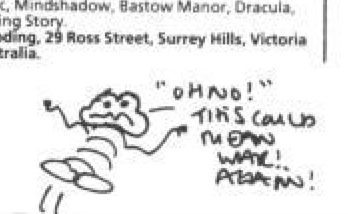
Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorceror, Suspect, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morgue, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorceror of Claymorgue Castle, Golden Voyage, Alice in Wonderland, Cyborg, Blade of Blackpool, Death in the Caribbean, New Adventure, The Institute, Mask Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess.
Richard Verity, I Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.





5-4-3-2-1... Classifieds Are GO!

Please note that as of this issue we have been forced to remove our SWAPLINE section and any advertising in connotation with swapping, in whichever classified section, PEN PALS and USER CLUBS included. We also retain the right to exclude ads which could lead to copyright infringement, ie. software pirating or which in our eyes are morally unacceptable. All excluded ads will be returned to the advertiser.





WANTED

WANTED: Ultima I, Ultima II, Ultima III, Wizardry I, Wizardry II, Wizardry III, Demon's Winter, Questron I, Times of Lore, Kayden Garth, Earth Orbit Station, Deathlord, Phantasie I, Phantasie II, Phantasie III, Bard's Tale I, Bard's Tale II. Good prices paid! Ring Roland 01 250 1910 (disk only).

WANTED: These old games, Galaxy by Anirog, Clone of Galaga arcade game, Blue Max and MRDO or Arcade Classics. Contact: A. Smith, 7 Bangor Walk, St. Annes, Nottingham NG3 4FS. Must be originals and cassettes.

Vic 20 – Dean! You rang about your Vic 20 cartridges, please ring back, I really need Astro Blitz and A.E. desperately. Ring 01 751 5913. Thanks alot Dean and ring soon!

C64 original copies of: Professional Adventure Writer, The Quill (with Ram save), Artist 64, disk or tape. Disk preferred, will pay in any currency. Write to: Mario Moeller, 38 Greenvale Drive, Greenvale, Victoria, 3059 Australia.

Grovel, Grovel, Beg, Beg!! Needed urgently is a C2N datasette, for old C64. Games won't load anymore (Sob, Sob). Will swap for games etc. or pay up to £15. Call Peter 0734 571497 after 5pm.

WANTED!! Latest pic linkers, intro makers, intro impacks, demo creators, letter writters, demos, in fact anything interesting. All replies answered and disks returned, guaranteed. Smiffy, 64 Newlands Park Grove, Scarborough, N Yorks YO12 6PT.

Help, I need new contacts. C64 and disk drive idle. Send disks for quick reply. Tony Bellamy, 62 Houfton Road, Bolsover, Chesterfield, Derbys S44 6SG. Will swap latest stuff for mouse, cassette recorder what have you?

VIC 20 games wanted, will swap for C64, Amiga games or cash, especially Audiogenic games wanted. Phone Paul on 01 751 5913 Chop Lifter and Astro Blitz wanted mostly.

FOR SALE

Atari 520 ST FM with 1 meg drive, over £400 worth software plus accessories, 2 demos, word processor, joystick, mouse etc. Excellent condition, bargain at £350. Tel: (0533) 730745 after 6pm ask for Mobin.

C64 software for sale. Titles include Operation Wolf, Konami's Coin-Op, Blockbusters, Sentinel. All in excellent condition with all packaging. Worth over £195. Over 60 titles only £55 inc. P+P. Call (092572) 8675 after 7pm and ask for Ian.

For sale: over £200 of cassette software, some great gear here inc. Que-dex, Street Fighter, Predator + lots more. Will sell for £150 ono. Contact: Park Lane, 6 Newry Road, Belleeks, Newry, Co Down. Phone (0693) 878695.

Commodore 64C, C2N, cassette games approx. 120 including Simons Basic Cartridge 14 Months old, all worth £350, sell for £160 ono. Phone Marlon on 01205 3537.

CBM64, recorder, joystick and over 230 games including Armalyte and Last Ninja 2 plus VIC 20, 35 games and 16K Ram Pack worth over £700. Sell for £600 ono. Phone Mark after 4.30pm 04574 68351.

C64, C2N, joystick, mags, £330 worth of games including Armalyte, Operation Wolf, IK+, Nebulus, Barbarian 2 + others, worth over £500, sell for £199. Phone 0749 5340 after 4.00pm ask for Chris Stokes.

CBM64, C2N cassette, 1541 disk drive, lots of flight simulations and software inc. Flight Sim. II, Comp. Pro Joystick. The lot for £240.00 or best offer. Tel: Gerrards Cross 884631 ask for Hans.

Commodore 128 for sale, excellent condition, loads of disks, games, bits & bobs £200 ono. Well worth buying, ring Eton 867775 after 2pm and ask for John the Chef. Don't miss this offer, genuine reason for sale.

Amiga games. Hunt for Red October, Battlechess, Starwars, Time and Magik all £10. Peripherals, Amiga Stereo System £15. T.V. Modulator £15. Cheetah S/Fighter joystick £10. Printer stand £5. Telephone: 0722 790776 Salisbury, Wilts after 6pm w/days.

Printer, MPS 1000 dot matrix hardly used. IBM compatible, in the shops £350, will sell for £300. 10 FREE games with quick sale. Contact: Chris Brown, 9 King Lane Cotts, Over Wallop, Hants. SO20 8JF, Tel: (0264) 781804.

C64C, 1571 (hardly used), C2N, Action Replay MkIII, Diskmate II, disk notcher, 3 joysticks, lightpen, 2 diskboxes, 250 disks, 600+ games:- Operation Wolf, books, mags + more. Worth £1500, sell £375. Phone (020630) 5593 NOW!

Commodore 64 in slimline case complete with Action Replay Mk5 cartridge, mouse, tape deck, two joysticks, user manuals plus over £200 worth of games. £199 ono. Tel: 0993 882220 (Oxford).

Commodore 128, boxed as new, two datasettes, tape copier, 100+ games, Simons Basic, Intro Basic Part 1 & 2, two joysticks, paddles, magazines. £250 ono. Tel: Newton Abbot (0626) 63438 evenings.

CBM64, Vic 20 computer, disk drive, two C2N's, Freeze Machine, Music Expansion System £500+ software including Driller, SEUCK, on tape and disk for Vic20 and CBM64. Original boxes, sell for £400. Telephone Medway (0634) 220573 (evenings).

C128, two datacassettes, over £175 worth of software, Prog's Ref. Guide, magazines. Boxed, under manufacturers guarantee, worth over £475, bargain at £200 ono. Contact: John Prudhoe, 8 Bondfield Gardens, Gateshead, NE10 8TY.

CBM 128/64, 1570 disk drive, games on disks, any C2N cassette, joysticks and usual extras, excellent condition + new power supply. Quick sale £275 ono. Phone: Gary on 01-954 5533 evenings and weekends.

C64, Excelerator disk drive, 45+ disks, disk box, MPS801 printer and paper, ribbons, C2N cassette deck, joysticks, Action Replay Mk5, £500+ of original software, utilities, books, manuals, magazines, £420. Phone Darren (021) 384 2319 Birmingham.

C128, 1541 drive, printer plotter, 2 datasettes, 5 octave organ, 300 disks, 300 games disks + cassettes, Expert Catridge, double tape backup, sound expander, paddles + cartridges, over £1400, sell £500. Ring Claire (0427) 610006, Gainsborough, Lincs.

Disk drive, CBM 1541 + 1520 printer + speech synth + loadsagames on disk + tape. Bargain at £150. Tel: Simon after 6pm on 0480 51275.

CBM64, 1701 colour monitor, 1541 disk drive, Binatone data recorder, communications modem, Action Replay Mk III cartridge, games on cassettes and disks, £250 ono. Phone (0753) 32942 after 5pm.

C64, brand new joystick, datasette, manual, 50 great games including SEUCK, IK+, FM2, Skate or Die, Nebulus, Bionic Commando, ATF, Bard's Tale and Buggy Boy. £200 ono. Contact Andrew on (0732) 75 474. QUICK! Worth £350.

C64, tape recorder, joystick, £50 of mags and £380 of games including Tiger Road, Ikari Warriors, Impossible Mission 2, for only £220 ono. Phone Leeds (0532) 525947 ask for Darren

C64 with disk drive, 100 games on disk, printer plus loads of paper, 2 joysticks, Mark IV cartridge cassette deck, 300 games on tape. Phone Dean (after 5pm) on 01 531 4573. Cost £2000, sell for £400.

Amiga 500, one month old, nineteen games includes Pacmania, Speedball, Rocket Ranger, Sword of Sodan value £910 sell for £425 ono. Contact Mark on Glossop 04574 64580. Quick sale needed, bargain not to be missed.

CBM64, tape deck, 1541 disk drive, 1702 colour monitor, disk cartridge, joysticks and over 200 games. All in excellent condition, only £400. Phone: Worthing (0903) 505536 ask for Martin.

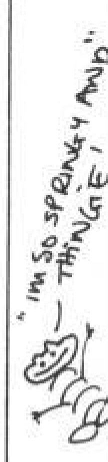
CBM 64, datasette, joystick, mags and over £800 worth of original software, mostly new titles including Batman, Armalyte, Last Ninja 2, Microprose soccer, worth over £1100 will sell for £230 ono. Phone Danny 01698 3254.

CBM64, 1541, printer, 2 datacassettes, 2 cartridges, joystick, about 500 programs, disk box, over 100 disks, books, mags, dust cover, Music Maker, doubler. Phone Craig on Southampton 601110 after 5.30pm. £350.

C128D, 1541 disk drive, C2N, light pen, two joysticks, Action Replay Mk V, many games, mint condition, manuals. Bargain £280. No offers. Tel: 041 887 8840 after 6pm.

C64, 1541 drive, cassette, Music Maker final cartridge, over 300 games mostly disk inc. P.S. Fighter, Airborne Ranger, Def. Crown, books, mags, 3 disk boxes, utilities, filing system £260 ono. Phone Brentwood (0277) 811402 evening.

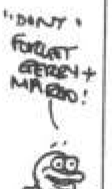
CBM64, 1541 disk drive, datasette, Expert cartridge, freeze button etc., £300 worth of games, everything in good condition – Bargain at £450 – Phone 0845 597631 ask for Keith. What are you waiting for!











C64 software worth over £1000 for just £200, includes Platoon, Outrun and many more old and new. Phone 0883 715526 before 3rd April or after 18th April.

CBM 128, 1570 drive cassette deck, sound expander, sound sampler, music keyboard, £500 worth of software, many programs on disk, 20 blank disks all boxed as new. £680 ono Phone Burnham (06286) 63417 evenings.

C64C, datasette, 2 joysticks, paddles, over £700 software all originals. Music Maker Two, magazines, all boxed in mint condition. Worth over £850, very quick sale required thus only £165 ono. Phone (0903) 883029 Sussex.

C128, 1541 disk drive, MPS801 printer, C2N datasette, 80 col green monitor, Superscribe 128, Superbase 128, Music Maker 128, all manuals and leads £350 the lot. 111 Barn Lane, Golborne, Warrington. Tel: (0942) 718192.

CBM64, 1541 disk drive, C2N datacassette, joystick, Trilogic replay, DolphinDos system fitted, games, many latest titles and utilities, 75 blank disks + boxes, worth £2000+. Quick sale £500 ono. Tel: Dunstable (0582) 607858 after 6pm.

CBM 64, C2N datacassette, joystick, over £800 of original software. Quick sale £350 ono. Tel: Bedford (0234) 64764 after 6pm.

SALE!! Add to your collection of C64 games, over 40 quality games cassettes + 4 Rom cartridges inc. Robocop, Aliens, Silent-Service, also mail label software. Package cost £29.95 the lot £40. Alex 01 538 3062.

Sega Master System, 6 games, 2 joysticks, manuals, power pack, TV, leads, boxed as new, £125. Ring Colchester 573146.

CBM 128, 1541 disk drive, 100 plus games disks, full octave keyboard, Music Expander, sell for £280 ono. Phone Clint 061 273 4056 after 6pm.

C64, C2N, 2 joysticks, £150 worth of games including Last Ninja II, Return of the Jedi, Skate or Die, 720 complete with computer table, £160. Tel: (061) 728 2923 after 6pm.

Slimline C64, datasette, Expert Cartridge, arrow + cartridge, many books, mags etc. £250 of good software. Worth £500+. Bargain for £300 ono. Tel: (0298) 3952 after 6pm. Will send you a complete list.

CBM64 with new C2N cassette, 150 original games, two joysticks, quick sale £250. Phone Peter 01 476 9726 after 6pm Monday to Friday.

CBM64, disk drive, cassette, Final cartridge 4Pro, mouse, joysticks, Music Maker, loads of software on disk, cassette and cartridge, programmers book i.e. Machine Code, Basic plus many more, mags, plus extras, disk box, cassette case, £300 ono. Tel: 0782 518994.

C64C, 1541 drive, MPS801 printer, C2N deck, 130+ disks with box (loadsagames), final cartridge, two Expert cartridges, joystick, 100+ tape/20+ disk originals, books, mags, utilities. Offers to Nick on 01 871 3314 after 6pm.

C64, 1541 disk drive, printer, sound expander, C2N, Expert cart., freeze machine, mouse, light pen, speech synth, £300 disk software, £250 tape software. Worth £1200, sell for £400 ono, still boxed. Ring 0773 718931 Notts, England.

C64 and dust cover, 1541 drive, graphpad, datasette, Pro 5000 joystick, £600 games, disks inluding educational and books. Sell for £375 or vno. Phone (07048) 70359 after 5pm please.

Attention! C64, datasette, dustcover, 50+ games (many recent), music synth., intro to basic software and manuals, two disk boxes, £150. Tel: 021 744 7063. Make my day, phone now!! (good condition, get dialing).

CBM 64, 1541C disk drive, Action Replay Mk4, backup cartridge, tape deck, joysticks, £350+ of games, tape and disk + many programming books, worth £750+, sell for £350 ono. Tel: (0636) 812036 after 6pm, Southwell, Nottinghamshire.

CBM64C, C2N, 2 joysticks, over £970 worth of software, latest titles, R-Type, Robocop, Armalyte, Op-Wolf, and Microprose Soccer and many more, 102 mags, altogether worth £1300, sell for £450 ono. Phone 01 368 4965 ask for Andros.

Commodore 128, disk drive, word processor, database, paint, operating system, over £200 of games on disk and tape and many more accessories. Total value £1250. Great bargain at £399 ono. Phone 0843 602188, everything in excellent condition.

C64 slimline, 1541 drive, colour monitor, dust covers, Expert, 2 joysticks, manuals, books, over 40 blank disks plus boxes, utilities + games (approx 70) many recent titles; LED Storm, Tiger Rd, etc. worth £1100 – accept £500.

Commodore 64 new model, 1541C drive, cassette recorder, back up board, joystick, Action Replay MkV and disk mate cartrides, 70 games on disks, will sell lot for £300.00. Phone Tissa, Colchester (0206) 864262 evenings.

C64C, C2N, £350 games, joystick, Neos mouse, all original !!! Competition Pro Extra, games include S.E.U.C.K., The Sentinel, Taito Coin Op Hits, Worth £600 sell for £275. Phone Jason 01 741 1741 after 4pm, QUICK!

Amazing CBM64 + datasette, 30 blank tapes, 3 joysticks, £400 software, Ninja 2, Robocop, DT Challenge, Giana, mags + manuals + Music Maker, word processor, worth £750, yours for ONLY £250 ono, £230 if reply by MAY. Danny 01 699 5792.



PEN PALS

WANTED: Amiga/C64 contacts disk or tape, 100% reply, beginners welcome. Send list/disk to A. Dunwoody, 7 Haddon Croft, Halesowen, West Midlands B63 1JQ

Amiga + 64 contacts wanted! Send to: Andy, 17, Well Close, Northway,ewkesbury, Glos. GL20 8RS or phone (0684) 298778. All letters answered. Disks get priority. Write now!



USER GROUPS

64/128 users. A new computing club has just started. We publish a bi-monthly magazine packed with new, reviews, hints, discounts etc. For further details contact: WCA, 295 Peniel Green Road, Llansamlet, Swansea SA7 9BJ. Tel: 0792 72745.



MISCELLANEOUS

Graphdraw can draw or design your graphics to perfectly fit the games you're doing. For more information send SAE to Graphdraw, 18 Easterly Square, Gipton, Leeds, LS8 3PN

GCSE's?, A-Levels? or just school exams. Trev's study tips will help you get better results. These professional methods have been scientifically proven to work. Send £2 + SAE to T. Owen, 35 Hillfield Avenue, Morden, Surrey SM4 6BA.

Reset switch, plug this handy little gadget into your C64 and press the button, then enter those pokes from magazines etc. Send £2.00 P.O. to: O. Jones, 61 Hendre Farm Drive, Ringland, Newport, Gwent NP9 9LH.

Interspace PBM, starships, exploration, diplomacy, commerce, colonisation, alien encounters, governments, federations, empires, missions, invasions, rescues, dozens of warfare types and more . . . Startup (£2.50) includes two free turns. (Payable L. Deniz), Dreadmail, 20A Warlock Road, London, W9 3LR.

World of Sport Quiz League, try and be League champions. Many trophies and cash prizes to be won. We also have a specialist cup competition. Send to W.O.S.Q.L., 3 Old Church Street, Aylestone, Leicester LE2 8ND.







720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)
1,100,250 Adrian Brooks, Lichfield, Staffs
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)
289,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)
1,350,070 Peter Samson, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
794,110 Johnny Marr, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,120,420 James Kent, Ware, Herts

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
447,920 Suhaib Kiani, Rawalpind, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Circus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)
998,713 Dale Miller, Peterborough, Cambs
994,123 Ben Johne, Penzance, Cornwall
887,460 Gavan Flower, Wallibee, Australia

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,764,176 David Petyt, Wakefield, W Yorks
3,608,450 Justin Moy, Crawley, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
92,475 Andrew Rawley, Billericay, Essex
91,044 Lars Andresen, Broens, Denmark

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
631,475 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland
618,450 Lee Laurenson, Lerwick, Shetland

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx

IO (Rainbird)
1,200,170 Jeremy Dagder, Adelaide, S Australia
609,570 Bruni Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)
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408,440 Lee Knowles, Halifax, W Yorks
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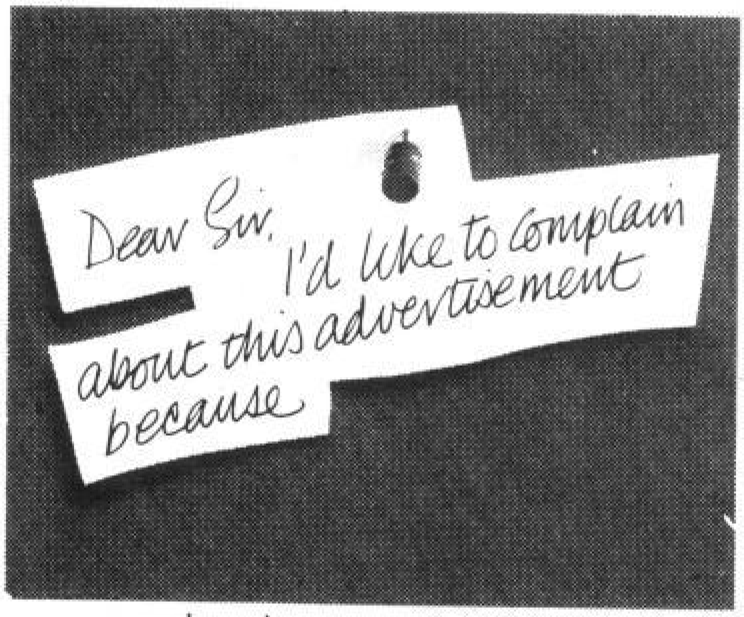
URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
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84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
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ZOLYX (Firebird)
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445,150 Ged Keaveney, Huddersfield, W Yorks
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INDEX

FOR ISSUES 38-48

TITLE PUBLISHER % **ISSUE** (PAGE)

64 GAMES

1943 Go! 30% **44** (32)
Ace II Gamebusters 90% **46** (92)
Ace of Aces Kixx 85% **43** (129)
Afterburner Activision 17% **47** (78)
Airwolf Encore 70% **44** (93)
Alien Syndrome The Edge 90% **38** (80)
Aquanaut Power House 43% **40** (85)
Armalyte Thalamus 97% **43** (24)
Around the World in 80 Days Pandora 29% **44** (23)
Artura Gremlin 10% **45** (14)
Barbarian Psygnosis/Melbourne House 31% **43** (22)
Barbarian II Palace 96% **40** (14)
Bard's Tale III Electronic Arts 81% **42** (46)
Batman Ocean 92% **47** (32)
Battle Island Novagen 41% **44** (31)
Battleships Encore 81% **41** (111)
Battlestations Addictive 35% **43** (127)
Beach Buggy Simulator Silverbird 21% **41** (113)
Better Dead Than Alien Electra 66% **47** (87)
Beyond the Ice Palace Elite 78% **40** (13)
Bionic Commando Go! 90% **39** (12)
Blasteroids Imageworks 83% **48** (14)
Blip Video Classics Silverbird 15% **46** (91)
Blood Brothers Gremlin 39% **41** (23)
Bob Winner Loriciels 12% **38** (27)
Bomb Jack Encore 54% **42** (113)
Bombuzal Imageworks 97% **44** (18)
Brain Storm Firebird 94% **39** (68)
Bruce Lee Americana 92% **40** (86)
Bubble Bobble Silverbird 98% **43** (128)
Bubble Ghost Infogrames 62% **44** (28)
Butcher Hill Gremlin 52% **48** (28)
By Fair Means or Foul Superior Software 66% **45** (26)
Camelot Warriors Mastertronic 50% **47** (61)
Captain Blood Infogrames 77% **44** (17)
Cauldron Silverbird 81% **44** (90)
Cauldron II Silverbird 72% **44** (91)
Caveman Ugh.Lympics Electronic Arts 80% **45** (28)
Cheap Skate Silverbird 64% **44** (49)
Circus Games Tynesoft 41% **46** (83)
Combat Lynx Encore 48% **44** (93)
Commando Encore 49% **44** (92)
Chubby Gristle Grandslam 26% **40** (24)
Crazy Paving Top Ten 10% **40** (86)
Cybernoid II Hewson 91% **43** (16)
Daley Thompson Olympic Challenge Ocean 79% **42** (25)
Dark Castle Mirrorsoft 41% **40** (80)
Dark Side Incentive 90% **40** (78)
Decisive Battles of the American Civil War SSG/EA 90% **42** (45)
Desolator US Gold 41% **40** (29)
Destruct Power House 38% **40** (85)
Diamond Destiny 22% **42** (16)
Dizzy Codemasters 48% **41** (107)
DNA Warrior Artronics 74% **48** (63)
Double Dragon Melbourne House 15% **46** (20)
Draconus Zeppelin 92% **38** (94)
Dragon Ninja Imagine 87% **47** (26)
Dream Warrior US Gold 49% **40** (81)
Dynamic Duo Firebird 19% **48** (16)
Dynamite Dan Silverbird 79% **44** (91)
Eagle's Nest Players 91% **46** (93)
Echelon Access/US Gold 81% **38(12)**
Eliminator Hewson 74% **48** (27)
Emlyn Hughes International Soccer Audiogenic 90% **43** (29)
Empire Strikes Back Domark 74% **41** (26)
Espionage Grandslam 41% **46** (16)
European 5-A-Side Silverbird 15% **41** (113)
Every Second Counts Domark 52% **40** (80)
Exploding Fist+ Firebird 68% **46** (17)
Fast Break Accolade/Electronic Arts 68% **45** (27)
Fernandez Must Die Imageworks 51% **41** (115)
Fifth Gear Rack-It 78% **44** (44)
Fifth Quadrant Ricochet 32% **39** (67)
Fighter Pilot Silverbird 60% **44** (91)
Final Assault Epyx/Infogrames 41% **44** (20)
Flintstones Grandslam 40% **40** (28)
Football Manager II Addictive 71% **41** (18)
4x4 Off-Road Racing Epyx 56% **43** (22)
Four Soccer Simulators Codemasters 24% **48** (68)
Foxx Fights Back Imageworks 79% **43** (27)
Fury Martech 52% **42** (16)
Game Over II Dinamic 58% **45** (33)
Games – Summer Edition US Gold 49% **44** (32)
Games – Winter Edition US Gold 76% **40** (73)
Gaplus Mastertronic 71% **46** (91)
Gary Lineker Superskills Gremlin 59% **45** (33)
Gauntlet Kixx 80% **43** (129)
Gemstone Healer SSI 81% **39** (44)
Ghost Hunters Codemasters 35% **47** (61)
Ghosts and Goblins Encore 94% **44** (90)
Golf Master Rack-It 45% **47** (64)
Gothik Firebird 44% **38** (14)
Grand Prix Circuit Accolade 79% **48** (59)
Great Giana Sisters Go!/Rainbow Arts 96% **39** (18)
Gribbly's Special Day Out Rack-It 89% **47** (62)
Growing Pains of Adrian Mole Ricochet 30% **46** (92)
Gryzor Ocean 86% **38** (11)
Guerilla War Imagine 19% **46** (22)
Gutz Ocean 51% **38** (14)
Hawkeye Thalamus 96% **40** (20)
Hellfire Attack Martech 48% **46** (20)
Hercules Gremlin 51% **40** (76)
Hopper Copper Silverbird 21% **44** (48)
Hopping Mad Elite 64% **40** (30)
Hotshot Addictive 57% **42** (17)

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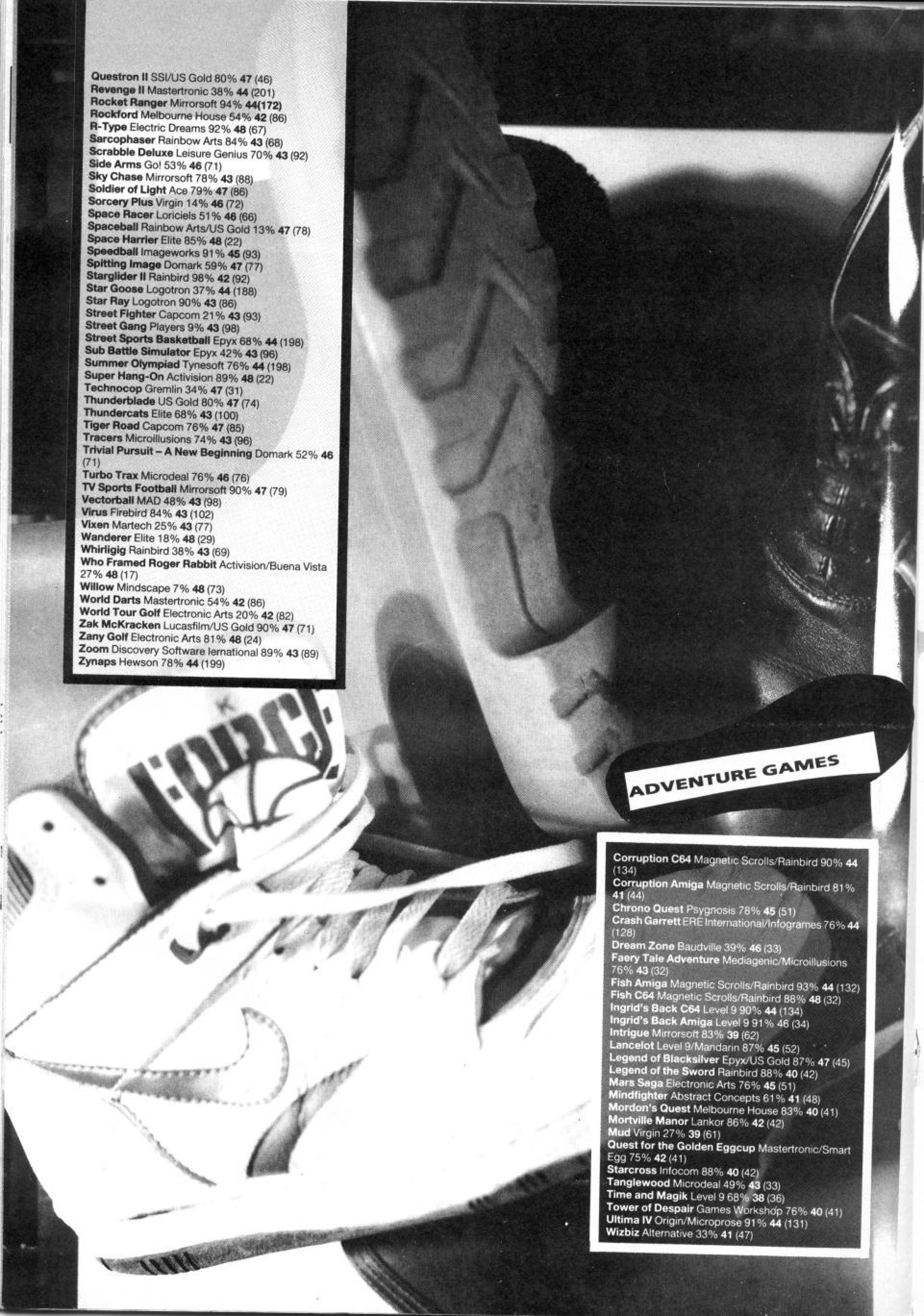
Intensity Firebird 75% **43** (112)
I-Xera Power House 13% **41** (108)
Impossible Mission US Gold 96% **38** (20)
Incredible Shrinking Sphere Activision 91% **48** (72)
Infiltrator II US Gold 61% **39** (11)
International Rugby Simulator Codemasters 39% **46** (90)
International Soccer CRL 86% **39** (76)
Jet Bike Simulator Codemasters 39% **47** (72)
Jet Set Willy – The Final Frontier Ricochet 63% **46** (92)
Jocky Wilson's Darts Challenge Zeppelin 73% **47** (64)
Joe Blade II Players 38% **44** (42)
Jordan vs Bird Electronic Arts 32% **47** (20)
Kane II Mastertronic 33% **41** (112)
Karnov Electric Dreams 13% **39** (74)
Katakis Go!/Rainbow Arts 93% **42** (12)
Knightmare Ricochet 68% **46** (93)
Knight Tyme MAD 80% **41** (112)
Krakout Kixx 60% **43** (129)
LA Crackdown US Gold/Epyx 61% **42** (18)
Last Ninja II System 3 94% **41** (16)
Lazer Tag Go! 22% **39** (17)
Leaderboard Kixx 90% **44** (91)
LED Storm Go!/Capcom 94% **47** (14)
Lee Enfield Infogrames 8% **38** (25)
Lightforce Rack-It 78% **44** (92)
Live and Let Die Domark 70% **46** (26)
Mad Flunky Alternative 69% **46** (93)
Marauder Hewson 66% **40** (27)
Masterblaster Zeppelin 37% **47** (63)
Menace Psyclapse 49% **47** (20)
Metrocross Kixx 60% **43** (128)
Metropolis Power House 42% **40** (87)
Mickey Mouse Gremlin 72% **41** (122)
Microleague Wrestling Microprose 59% **38** (82)
Microprose Soccer Microprose 90% **46** (25)
Mini Golf Gremlin 57% **48** (25)
Mission Genocide Silverbird 66% **43** (127)
Deluxe Monopoly Leisure Genius/Virgin 73% **39** (73)
Motor Massacre Gremlin 28% **48** (74)
Mr Wino Silverbird 17% **42** (113)
Munsters Again Again 44% **48** (23)
NATO Assault Course CRL 30% **44** (30)
Netherworld Hewson 87% **41** (116)
Neuromancer Interplay/Electronic Arts 84% **64** (21)
Nineteen Part One Cascade 70% **41** (118)
Northstar Gremlin 77% **38** (19)
Ocean Conqueror Rack-It 21% **46** (90)
Oh No! Firebird 80% **38** (93)
Oops! Big Apple 74% **40** (19)
Operation Hormuz Again Again 38% **47** (17)
Operation Wolf Ocean 91% **45** (18)
Overlander Elite 46% **44** (29)
Pacmania Grandslam 88% **45** (13)
Pandora Firebird 60% **38** (26)
Panzer Grenadiers SSI 81% **39** (45)
Panzer Strike SSI 78% **44** (180)
Pasteman Pat Silverbird 19% **47** (62)
Pepsi Challenge Mad Mix Game US Gold 48% **44** (23)
Peter Beardsley International Football Grandslam 23% **44** (28)
Peter Pack Rat Silverbird 76% **47** (63)
Pink Panther Gremlin 14% **43** (23)
Poltergeist Codemasters 66% **40** (87)
Pool of Radiance SSI/US Gold 80% **44** (127)
Power Pyramids Grandslam 18% **44** (24)
Powerplay Players 92% **44** (92)
Powerplay Hockey Electronic Arts 50% **47** (16)
President Is Missing Cosmi/Microprose 83% **41** (120)
Pro Golf Atlantis 24% **39** (69)
Pro Skateboard Simulator Codemasters 79% **44** (49)
Pro Ski Simulator Codemasters 73% **44** (42)
Pro Snooker Simulator Codemasters 63% **41** (107)
Psi-Droid Zeppelin 60% **44** (44)
Psycho Pigs UXB US Gold 60% **42** (20)
Pulse Warrior Mastertronic 78% **44** (48)
Purple Heart CRL 58% **44** (20)
Questron II SSI 81% **40** (46)
Race Against Time Codemasters 30% **44** (24)
Rack-Em Accolade/Electronic Arts 74% **46** (27)
Rambo III Ocean 47% **46** (26)
Red Storm Rising Microprose 86% **43** (15)
Return of the Jedi Domark 61% **46** (22)
Ricochet Silverbird 86% **42** (114)
Risk Leisure Genius 61% **45** (34)
Roadblasters US Gold 59% **41** (22)
Road Warrior CRL 13% **38** (26)
Road Wars Melbourne House 19% **39** (26)
Robocop Ocean 89% **47** (69)
Rogue Mastertronic 10% **41** (111)
Rocket Ranger Mirrorsoft 95% **47** (24)
Rock'n'Bolt Ricochet 89% **47** (64)
Roy of the Rovers Gremlin 18% **45** (14)
R-Type Electric Dreams 72% **47** (73)
Saboteur Encore 68% **42** (112)
Salamander Imagine 94% **41** (24)
Sacred Armour of Antiriad Silverbird 91% **44** (91)
Sanxion Rack-It 88% **42** (113)
Savage Firebird 72% **44** (25)
Scorpion Rack-It 56% **44** (43)
Scorpius Silverbird 71% **42** (111)
Scout Mastertronic 48% **38** (94)
Scuba Kidz Silverbird 66% **42** (110)
SDI Activision 64% **47** (21)
Serve and Volley Accolade/Electronic Arts 71% **45** (26)
Shackled US Gold 23% **40** (74)
Shockway Rider Rack-It 75% **44** (92)
Sinbad and The Throne of The Falcon Mirrorsoft 80% **43** (111)
Skate Crazy Gremlin 86% **39** (20)
Slayer Rack-It 90% **44** (45)
Slimey's Mine Silverbird 94% **41** (109)
Soldier of Fortune Graftgold/Firebird 66% **43** (18)
Soldier of Light Ace 61% **47** (86)
Sorceror Lord PSS 85% **38** (40)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Spitting Image Domark 39% **47** (77)
Star Paws Alternative 93% **46** (93)
Star Ray Logotron 60% **47** (82)
Star Trek Firebird 81% **45** (25)
Star Wars Droids MAD 36% **40** (88)
Steel Rack-It 82% **47** (61)
Stormbringer MAD 70% **39** (69)
Street Fighter Go! 36% **40** (28)
Street Gang Players 30% **44** (43)
Street Sports Soccer Epyx 75% **43** (110)
Stunt Bike Simulator Silverbird 40% **42** (110)
Subterranea Rack-It 74% **38** (91)
Summer Olympiad Tynesoft 87% **42** (24)
Super Cup Football Rack-It 67% **43** (130)
Super Dragon Slayer Codemasters 67% **44** (33)
Super Hero Codemasters 43% **47** (64)
Super Stuntman Codemasters 21% **47** (62)
Super Trolley Mastertronic 17% **40** (88)
Superman Tynesoft 39% **47** (82)
Supersports Gremlin 76% **47** (27)
Supertrux Elite 57% **48** (16)
Sword Slayer Players 46% **41** (106)
Tangent Micro Selection 61% **39** (69)
Target Renegade Imagine 84% **38** (22)
Tau Ceti Mastertronic 93% **43** (128)
Technocop Gremlin 17% **47** (31)
Terrafighter Zeppelin 63% **47** (62)
Terrorpods Psygnosis/Melbourne House 22% **45** (19)
Tiger Road Capcom 73% **47** 5)
TKO Accolade/Electronic Arts 56% **47** (16)
To Hell and Back CRL 59% **40** (82)
Thunderblade US Gold 69% **46** (16)
Thrust II Firebird 59% **39** (68)
Times of Lore Origin/Microprose 80% **46** (13)
Total Eclipse Incentive 94% **46** (14)
Train Robbers Firebird 90% **38** (92)
Tracksuit Manager Goliath Games 89% **42** (26)
Traz Gamebusters 93% **42** (112)
Trigger Happy CRL 9% **39** (26)
Trivial Pursuit – A New Beginning Domark 83% **45** (20)
Trojan Warrior Silverbird 74% **42** (111)
Typhoon Imagine 79% **41** (15)
Uridium Rack-It 79% **42** (112)
Vampire's Empire Magic Bytes 20% **38** (25)
Vectorball MAD 11% **43** (130)
Venom Strikes Back Gremlin 70% **38** (79)
Vindicator Imagine 64% **42** (14)
Vixen Martech 44% **40** (75)
Wanderer Elite 16% **48** (29)
War In Middle Earth Melbourne House 69% **48** (66)
Wargame Construction Kit SSI 79% **41** (57)
Wasteland Electronic Arts 95% **41** (56)
Way of the Tiger Kixx 43% **44** (93)
WEC Le Mans Imagine 40% **47** (33)
Wheelies Micro Selection Plus 39% **38** (91)
Who Framed Roger Rabbit Activision/Buena Vista 28% **48** (17)
World Games Kixx 96% **43** (129)
Wizard Warz Go! 30% **39** (25)
Wizard's Lair Bubble Bus 38% **44** (90)
Zak McKracken Lucasfilm/US Gold 93% **47** (70)
Zamzara Rack-It 91% **47** (63)



AMIGA GAMES



4th and Inches US Gold 61% **48** (18)
Aaargh! Melbourne House 87% **42** (83)
Advanced Ski Simulator Codemasters 37% **48** (26)
Army Moves Imagine 24% **43** (78)
Atron 5000 Players 87% **43** (72)
Bard's Tale II Electronic Arts/Interplay 80% **43** (34)
Battle Chess Electronic Arts 85% **45** (98)
Better Dead Than Alien Electra 72% **42** (87)
Beyond the Ice Palace Elite 70% **43** (79)
Bionic Commando Go! 35% **43** (92)
Blasteroids Imageworks 88% **48** (14)
Bomb Jack Elite 39% **43** (76)
Bombuzal Imageworks 92% **45** (93)
Bubble Ghost Infogrames 88% **43** (94)
Buggy Boy Elite 92% **42** (76)
Capone Actionware 63% **45** (101)
Captain Blood Infogrames 81% **46** (73)
Captain Fizz Psyclapse 40% **48** (30)
Carrier Command Rainbird 92% **42** (88)
Circus Games Tynesoft 39% **47** (83)
Cosmic Pirate Outlaw 87% **48** (74)
Craps Academy Microillusions 26% **43** (97)
Custodian Hewson 45% **47** (45)
Cybernoid Hewson 93% **44** (186)
Deflektor Gremlin 68% **48** (30)
Denaris US Gold 88% **48** (69)
Double Dragon Melbourne House 62% **47** (84)
Driller Incentive 89% **44** (162)
Dugger Linel 31% **48** (24)
Dungeon Master FTL/Mirrorsoft 98% **48** (60)
Eliminator Hewson 89% **46** (67)
Elite Firebird 98% **46** (63)
Empire Strikes Back Domark 82% **43** (71)
Espionage Grandslam 58% **46** (68)
Extensor Players 9% **43** (78)
Fire And Forget Titus 47% **43** (76)
Flying Shark Firebird 68% **48** (26)
Football Manager II Addictive 68% **42** (80)
Fusion Electronic Arts 87% **44** (202)
Galactic Conqueror Titus 81% **47** (19)
Galdregon's Domain Pandora 70% **48** (68)
Garfield The Edge 60% **45** (97)
Giganoid Swiss Computer Arts 71% **42** (81)
Hellbent Novagen 20% **47** (74)
Hellfire Attack Martech 38% **46** (72)
Helter Skelter Audiogenic 86% **43** (101)
Heroes of the Lance SSI/US Gold 40% **47** (72)
Ikari Warriors Elite 74% **43** (70)
IK+ System 3 86% **48** (28)
Impossible Mission II Epyx 92% **44** (196)
Incredible Shrinking Sphere Activision 90% **48** (72)
International Soccer Microdeal 45% **46** (68)
Joan of Arc Go!/Rainnbow Arts 93% **45** (106)
Last Duel US Gold 77% **47** (30)
LED Storm Go!/Capcom 92% **47** (14)
Live and Let Die Domark 70% **48** (18)
Major Motion Microdeal 54% **44** (201)
Menace Psyclapse 79% **44** (185)
Mickey Mouse Gremlin 85% **47** (30)
Mini Golf Gremlin 52% **48** (25)
Motor Massacre Gremlin 35% **48** (74)
Motorbike Madness MAD 28% **44** (188)
Munsters Again Again 46% **48** (23)
Nebulus Hewson 97% **44** (170)
Netherworld Hewson 83% **45** (104)
No Excuses Arcana 19% **47** (84)
Offshore Warrior Titus 31% **46** (66)
Operation Wolf Ocean 66% **47** (76)
Out Run US Gold 41% **46** (77)
Pacmania Grandslam 93% **45** (94)
Pandora Firebird 87% **43** (80)
Peter Beardlsey International Soccer Grandslam 47% **42** (82)
Phantasm Exocet 52% **42** (80)
Pioneer Plague Mandarin 86% **46** (76)
Populous Electronic Arts 94% **48** (21)
POW Actionware 69% **45** (101)
Powerplay Arcana 82% **43** (75)
Purple Saturn Day Exxos 89% **47** (76)
Quadralien Logotron 37% **43** (81)



Questron II SSI/US Gold 80% **47** (46)
Revenge II Mastertronic 38% **44** (201)
Rocket Ranger Mirrorsoft 94% **44(172)**
Rockford Melbourne House 54% **42** (86)
R-Type Electric Dreams 92% **48** (67)
Sarcophaser Rainbow Arts 84% **43** (68)
Scrabble Deluxe Leisure Genius 70% **43** (92)
Side Arms Go! 53% **46** (71)
Sky Chase Mirrorsoft 78% **43** (88)
Soldier of Light Ace 79% **47** (86)
Sorcery Plus Virgin 14% **46** (72)
Space Racer Loriciels 51% **46** (66)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Space Harrier Elite 85% **48** (22)
Speedball Imageworks 91% **45** (93)
Spitting Image Domark 59% **47** (77)
Starglider II Rainbird 98% **42** (92)
Star Goose Logotron 37% **44** (188)
Star Ray Logotron 90% **43** (86)
Street Fighter Capcom 21% **43** (93)
Street Gang Players 9% **43** (98)
Street Sports Basketball Epyx 68% **44** (198)
Sub Battle Simulator Epyx 42% **43** (96)
Summer Olympiad Tynesoft 76% **44** (198)
Super Hang-On Activision 89% **48** (22)
Technocop Gremlin 34% **47** (31)
Thunderblade US Gold 80% **47** (74)
Thundercats Elite 68% **43** (100)
Tiger Road Capcom 76% **47** (85)
Tracers Microillusions 74% **43** (96)
Trivial Pursuit – A New Beginning Domark 52% **46** (71)
Turbo Trax Microdeal 76% **46** (76)
TV Sports Football Mirrorsoft 90% **47** (79)
Vectorball MAD 48% **43** (98)
Virus Firebird 84% **43** (102)
Vixen Martech 25% **43** (77)
Wanderer Elite 18% **48** (29)
Whirligig Rainbird 38% **43** (69)
Who Framed Roger Rabbit Activision/Buena Vista 27% **48** (17)
Willow Mindscape 7% **48** (73)
World Darts Mastertronic 54% **42** (86)
World Tour Golf Electronic Arts 20% **42** (82)
Zak McKracken Lucasfilm/US Gold 90% **47** (71)
Zany Golf Electronic Arts 81% **48** (24)
Zoom Discovery Software Iernational 89% **43** (89)
Zynaps Hewson 78% **44** (199)

ADVENTURE GAMES

Corruption C64 Magnetic Scrolls/Rainbird 90% **44** (134)
Corruption Amiga Magnetic Scrolls/Rainbird 81% **41** (44)
Chrono Quest Psygnosis 78% **45** (51)
Crash Garrett ERE International/Infogrames 76% **44** (128)
Dream Zone Baudville 39% **46** (33)
Faery Tale Adventure Mediagenic/Microillusions 76% **43** (32)
Fish Amiga Magnetic Scrolls/Rainbird 93% **44** (132)
Fish C64 Magnetic Scrolls/Rainbird 88% **48** (32)
Ingrid's Back C64 Level 9 90% **44** (134)
Ingrid's Back Amiga Level 9 91% 46 (34)
Intrigue Mirrorsoft 83% **39** (62)
Lancelot Level 9/Mandarin 87% **45** (52)
Legend of Blacksilver Epyx/US Gold 87% **47** (45)
Legend of the Sword Rainbird 88% **40** (42)
Mars Saga Electronic Arts 76% **45** (51)
Mindfighter Abstract Concepts 61% **41** (48)
Mordon's Quest Melbourne House 83% **40** (41)
Mortville Manor Lankor 86% **42** (42)
Mud Virgin 27% **39** (61)
Quest for the Golden Eggcup Mastertronic/Smart Egg 75% **42** (41)
Starcross Infocom 88% **40** (42)
Tanglewood Microdeal 49% **43** (33)
Time and Magik Level 9 68% **38** (36)
Tower of Despair Games Workshop 76% **40** (41)
Ultima IV Origin/Microprose 91% **44** (131)
Wizbiz Alternative 33% **41** (47)

GLOOP! GLOOP!



RESULTS with Ken the Fish

Hello, fish-lovers everywhere, and welcome to this month's fluid instalment of fish-fancying fun. Some people fancy pigeons; here at ZZAP! Towers it's fish that we find irresistable. And why not? Fish make obedient pets, great lovers and decorative ornaments for the modern home. In their cute little bowls they provide hours of fun for small kiddies and worrisome adults. Cats eat them. Fish mongers sell them. Chip shop owners fry them in batter and serve them in newspaper for approximately £1.10. All scandalous wastes, however, since fish are the finest structural engineers known to vertebrates and invertebrates alike. Who built the Humber Suspension Bridge? The Hoover Dam? The Eiffel Tower? Fish did. The lecture's over – on with this month's results and hotlines.

ZAK MYSTERY FISH CORNER

Exactly my kind of game, this – but I sincerely hope that none of you switched on the lamp with the poor fishy in it . . . US Gold Flake were offering one of those lar-di-dar aquariums (bowls not good enough, eh?) to the person who correctly identified my mystery fish as a COD. Well – it was easy, wasn't it? As well as an aquarium, the winner received all the necessary subaquatic accoutrements and a copy of *Zak McKracken and the Alien Mindbenders*. He/she/it was:

Robert Davies, LIVERPOOL L11 5AU.

25 runners-up received a copy of said Sizzler with my anchovine compliments. A large and fleshy fin if you will, for . . .

John Batten, MIDDLESEX UB10 0NW; Scott Short, NOTTINGHAM NG19 9RD; Tony Reid, WIRRAL L60 6RA; Neil Sherriff, WHIPENADE Beds; Gavin Carr, GLASGOW G69 6ER; Joel Rosenbloom, ILFORD IG5 0ED; Jamie Gill, CRAMLINGTON Northumberland; Scott Downie, WEST LINTON EH46 7BT; Lee Kenning, MANCHESTER M35 9PB; David Megone, BASINGSTOKE RG24 9PJ; Richard Callieu, LONDON W10 5EZ; Gerard Eaton, CO.DOWN BT30 9QZ; Andrew Hurley, HOUNSLOW TW3 3TY; Graeme McKenzie, DUNBAR EH42 1PS; Victoria Lawton, TELFORD Shropshire; Justin Calvert, NEWTON ABBOTT TQ12 1QX; Robert Webb, HIGH WYCOMBE HD11 2UD; Stewart Ayers, CHIPPENHAM SN15 3AG; M Rolston, WALSALL W52 0JD; Joel Long, STEVENAGE S62 8QZ; Paul Brown, STOCKPORT SK6 6QA; Morville O'Driscoll, WORCESTER WR3 7LG; Glyn Scroby, BRIDGEND CF32 8RD; Alan Goodall, ALDERSHOT GU12 4TW; Stephen Bate, WARRINGTON WA1 4JH.



GO ABSOLUTELY BLEEDIN' CRAZY!!

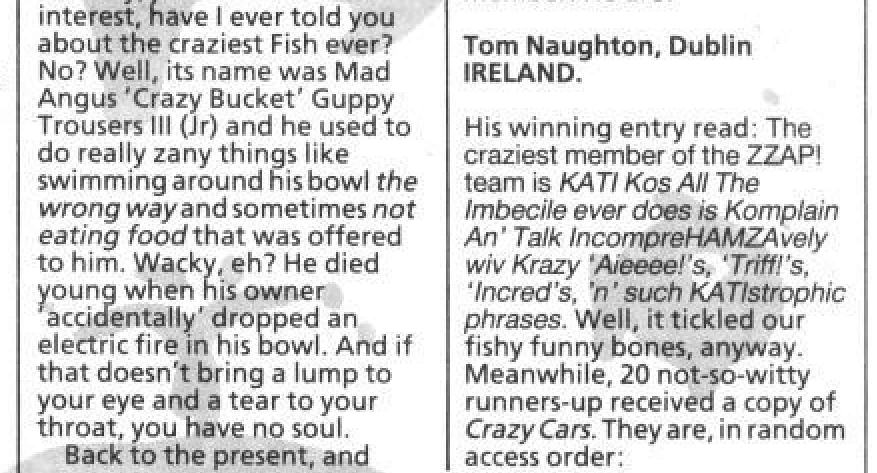
And you all did, unfortunately; we spent several days cleaning up all the saliva and piecing the ornaments back together. By the way, just as a matter of interest, have I ever told you about the craziest Fish ever? No? Well, its name was Mad Angus 'Crazy Bucket' Guppy Trousers III (Jr) and he used to do really zany things like swimming around his bowl *the wrong way* and sometimes *not eating food* that was offered to him. Wacky, eh? He died young when his owner 'accidentally' dropped an electric fire in his bowl. And if that doesn't bring a lump to your eye and a tear to your throat, you have no soul.

Back to the present, and Titus were offering a radio controlled car and a copy of *Crazy Cars* to the person who described the craziest ZZAP! member. He are:

Tom Naughton, Dublin IRELAND.

His winning entry read: The craziest member of the ZZAP! team is *KATI Kos All The Imbecile ever does is Komplain An' Talk IncompreHAMZAvely wiv Krazy 'Aieeee!'s, 'Triff!'s, 'Incred's, 'n' such KATIstrophic phrases.* Well, it tickled our fishy funny bones, anyway. Meanwhile, 20 not-so-witty runners-up received a copy of *Crazy Cars*. They are, in random access order:

Peter James, TONTEG CF38 1HG; Michael Jones, BIRMINGHAM B32 1NA; Ian Crowther, NORHTUMBERLAND NE61 2AU; Ian Pilborough, SURREY GU18 5XH; Nathan Brown, BRACKNELL RG12 1FX; Lee Kenning, MANCHESTER M35 9PB; Paul Graham, NEWBURY RG14 6BH; Stuart Burns, GLASGOW G67 2DZ; Julian Douglas, ALTRINGHAM WA14 5AU; Sam Hickling, MANCHESTER M20 8GF; Marc Cobelli, BOURNEMOUTH BH7 6RB; Robert Parham, STANFORD-LE-HOPE SS17 8BZ; Van Bouchout Sven, MECHLEN Belguim; Stephen House, READING RG4 0PA; Matthew Elliott, POLEGATE BN26 5LB; Tommy Massen, LONDON E2 6LY; David Jesudason, DUNSTABLE LU6 3EG; Eric Barrett, MARKET HARBOROUGH LE16 7RN; Mark Hopkins, NEATH SA11 3YH; David Abbott, WHITSTABLE CT5 1NU.



TOTAL ECLIPSE-LOVING FUN

Those tickly-wicklys at Incentive liked the Sizzler we gave their game so much that they offered one lucky Newsfield reader the chance to see a REAL total Eclipse in Finland in 1990. Plenty more fish will pass beneath the bridge by then – but at least it's something to look forward to, eh readers?

Anyway the Mr Manic Mackerel who won was a ZZAP! reader (of course); and his name was, in reverse order:

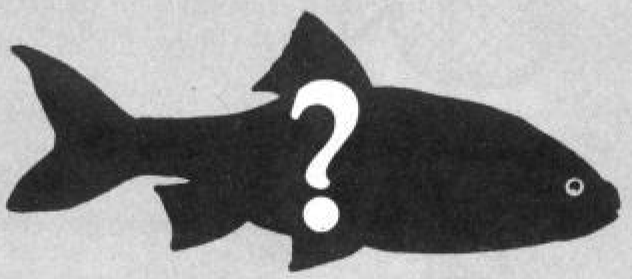
John Macleod, Ross-Shire IV40 8HE.

And that's it. Go away. I said, GO AWAY. Thank you. Now for the Mystery Fish and the Hotline stuff.



Ken's mystery FISH Corner

The typical diet for this Coronation Street fish includes bloodworms, shrimps, caddis larvae and Canadian pondweed; not content with those, he sometimes tucks into a Ramshorn snail or two. Last clue: he's a brightly-coloured member of the Carp family.



The hotline

Ken's Fish Bitz

As you're feeding your favourite fishy friend, many of you might feel the urge to put on a bit of entertainment as well. Every well-informed piscine intellectual is interested in the computer world's goings on, so you'll be doing your fish a favour if you ring the hotline to find out what games are coming out over the next month.

Not only that, you'll be given highly secret information on this month's hotline comp. What marvellous prizes have I and my human assistants conjured up on our magic mushroom mainframe. Wanna know more? Well, put your fish to bed with a nice fresh fern, make sure he's comfy and ring

0898-55081

for all the latest pondweed news.

Maff Spits It Out

If, on the other fin, hints and tips are your cup of gravel you can log on to all the latest cheats and info bitz compiled by our very own ugly Maff Evans (ME Tips). As far as fish are concerned, of course, he's totally useless (can't survive longer than two minutes in a centrally heated tank – pah!) but for humans he provides plenty of fish-loving entertainment and hours of cheating, poking fun. So don't be a kipper. Dial

0898-555086

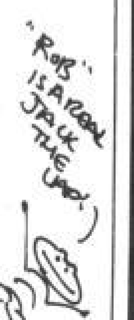
NOW! And don't forget, frolicking funsters everywhere, calls cost only 25p a minute off-peak (Mon-Fri 6pm-8am, Saturdays, Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri). Less than a bag of plankton, in fact.

So, mealy-mouthed meat-eaters, this is the end. If you want to contact me on the Hotline, ring:

0898-555085

and I'll reveal all those bits of personal fish-like info that you always wanted to know. Top of the list will be the low-down on just exactly what stuff I've got cooking for all you little minnows to enjoy next month. And of course you'll be able to savour all my piscine wit and bubbly sense of sub-aquatic fun. Naturally. Any competition queries give me, Viv Vickress or Caroline Blake a ring; or write to me or Viv at **ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB.** Toodle-oodleie and glopp-glopp gloop.

and the mystery fish was . . .
Roger Roach, the Brucie Forsyth fan.



WHAT'S IN STORE FOR ZZAP! 50?

THE ZZAP! MEGA-TAPE 5!

(If you want to know more, Ken D Fish has the answers – on 0898-555085!)

Be at your newsagents on Thursday, May 18th, with £1.60 in your pocket for the ZZAP! Anniversary Special. We guarantee you won't be disappointed.



WALKER'S WAY

Want to learn about life, the universe and everything? Want to win friends and influence people? Well, we can't promise anything, but entry into the CITADEL will help you on your way . . .

Wednesday 1st February

First job this month is to update the on-screen CITADEL logo – I've been meaning to incorporate a smooth colour fade for some time now. To convert my design from theory into practice a mock-up program was produced which allowed three different colours to be altered on every scanline – a perfect test-bed for design! By the end of the day the in-game logo had emerged in its new form, with six colours fading through it in a classic 'airbrushed' look.

Thursday 2nd February

Now to incorporate the new logo into the game, together with a short routine to produce the same effect as my test-bed. It looks much more solid than the original design, and the fade is really neat (although I say so myself!) The only knock-on effect is that my NMI splits now judder alarmingly when sprites disappear beneath them. Back to the think tank for a modified version of the split routine.

These splits are a major annoyance (Grrr!). Every 8 scanlines the processor gets switched off for 40 cycles to give the hardware time to read in the next row of characters to display, and it's this that causes the timing problems when you're trying to judge changes that ought to be happening off the edge of the screen where on-one can spot them. To add to the confusion, any game that scrolls vertically moves these 40 cycle 'stops' up and down the screen. Then to further complicate matters, any sprites displayed stop the processor in its tracks for another 2 cycles each. Get the picture? Well, the problem was cracked in the end, but it took plenty of brain cells!

Friday 3rd February

MONITOR's main armoury is a 'particle-beam' weapon which hurls out streams of energy globes. After an odd thought (and I do have quite a few!) I hit on a way to quickly detect which type of floor the globe currently occupies to allow the shading and shadow of the globe to change as it passes different colours in the cities. Just a small point but it only took half an hour in total.

The rest of the day was spent back in Sound Effects Editor, producing more new sounds and adjusting priorities to allow some sounds to be more important than others. After all, who wants to hear a wasted enemy missile impacting on a wall if your low energy alarm should be sounding? Answers on a postcard please. (Why does everyone keep saying that?)

Monday 6th February

A bit of reorganisation allowed more moving baddies on screen. Although I allowed for four mobile sprites to be active, originally this included enemy bullets, and when four baddies had emerged from their hangars they simply stopped firing (not particularly menacing, that!) By adding some simple checks to the movement routines there is now provision for four mobiles and two enemy bullets simultaneously (as well as up to ten sprite traps on screen). In total CITADEL is running up to 18 sprites – the absolute top limit is six aliens across any single horizontal strip, since MONITOR and the capture probe always use the two sprites not grabbed by the multiplexor. With total control over all alien movements at once (like for example the 'waves' of aliens in ARMALYTE) all 16 created by the multiplexor could be moving, and this will be used in some of the special 'secret rooms', such as storage hangars and laboratories. Wow!

Tuesday 7th February

Today was a major tragedy. Our dog was run over by a van just outside the house after managing to open the front gate by himself. We rushed him to the vet, but he died in Belinda's arms before we got there, and in the circumstances I don't feel much like working for the next few days.

Monday 13th February

Capturing enemy mobiles and controlling them needs a major think, as the joystick mechanics must be practical and foolproof (no disrespect intended to ZZAP! readers!) Two options are open at the moment: different control modes cycled through using the spacebar (OK, as the immediate danger from enemy bullets stops temporarily if you do – these security installations only attack if the player constitutes a threat), or a special sequence of joystick commands and obvious on-screen indication of your actions. Perhaps implementing both would be most useful, but with the option to deactivate the joystick method for those players who prefer using the spacebar (XENON really taxed my patience when it kept insisting that I wanted to fly when it was disaster to do so. Wiggling the stick is sometimes too easy to do by accident!)

Tuesday 14th February

First job of the day – make another backup! Until you've got the sum total of six or more months of work on two or three disks you won't realise just how valuable these become. Apart from making back up copies of them about every week and hiding them in a safe place, programmers can also get quite fanatical about the safety of their working disks (I know I do!) Normally the source files and object code/graphics are kept on a separate disk, and these two travel with me wherever I go in a little black disk box (like a pair of duelling pistols!) Let's face it – it would be bad enough to be burgled, but losing your disks as well . . . Aaargh!!

Wednesday 15th February

Visited my new accountant – and I really can't think of anything interesting to say about that! (with apologies to any accountants who may be reading this). Something struck me whilst looking round the software shelves later on (and it wasn't a passing ZZAP! reader!) Have you ever thought that looking at the boxes all lined up just isn't half as exciting as reading the reviews in magazines? I know I have! Even peering at the often microscopic screenshots is often no help at all in deciding whether to buy, especially if all inlays show the 16-bit versions (at least they now tend to declare which format is pictured – in the old days you could get a shock when you got home and saw what your version looked like!)

Thursday 16th February

Right. Hands up all those who thought that they would be able to pick whatever weaponry they could find lying about inside the equipment bays of this long dead civilisation without paying anything for it. Sorry! Every item will take energy to grab and bolt on – and the more powerful the weapon, the more energy needed to adapt MONITOR to the new environment.

Today the MINISCREEN was refined to display these energy requirements as well as the type of device captured by the probe. After two quick jabs at the fire button the capture probe will appear. While moving the probe anywhere on screen, any 'grabbable' item will pull the probe in to its exact position when close by, and then the MINISCREEN will indicate the type of item targetted (C=capture/ E=energy/ F=firepower/ S=switch) alternating with the number of energy units required; all items so far need between 1 and 4 units.

The current energy remaining to the player is shown in the form of a bar graph contained in the info pods (positioned at the top of the screen). The complete line-up of info so far (from left to right) is: Score, MONITORs remaining, current city, CITADEL logo, energy bar and current type of firepower. Now, instead of wandering about adding everything you can find, it's more useful to destroy the nearby defences and save the more useful energy pods and extra weapons until really needed.

Some of the weapons have also been improved, and the basic particle-beam weapon made rather weaker (why do I keep mistyping that as bean? – perhaps a vegetarian Freudian slip!) The 'add-on' weaponry now has a life of about 20 seconds continuous use, so when the low firepower alarm sounds you'd better start looking around for a new weapon – there's only two seconds of firing left in the one you've got. This encourages better use of resources and more interaction with the cities, and is also more like real life (yes I know it's only a game but that shouldn't stop some realism!)

Friday 17th February

All those budding 'Rambos' out there will no doubt be pleased to learn that today saw an addition to the destruction of any static guns. Not only does the gun itself explode in a glorious technicolour blast, but now it also leaves behind a large crater! This proves a telling reminder of where you have travelled, and also stops any possible confusion between destroyed guns and the cavernous black exits from the launching bays of mobile aliens.

Ideas have now crystallised for controlling mobiles captured by your probe (just thought you'd like to know that). Oh all right I'll tell you then. There will be three capture modes:

1. MONITOR static. Joystick moves and fires MOBILE unit (ideal for softening up the area ahead and rather like the independent control of the 'Catalite' in WIZBALL).
2. MOBILE static. Joystick moves MONITOR and fires MOBILE (by pre-positioning the MOBILE you can protect MONITOR from attack by nearby traps).
3. Joystick moves MONITOR and MOBILE together, and fires MOBILE (by pre-positioning the MOBILE this can provide protection in front, behind or any other position).

This probably sounds far more complex than it will feel in practice. Still, I'd prefer to offer plenty of variety – it's up to you whether you decide to use all the options! Every player will evolve their own preferred style of play – the bottom line is protecting MONITOR from destruction while searching the cities for the main exit, but this open ended approach allows many ways of achieving the same end.

Saturday 18th February

My old friend Chris Payne arrived for a relaxing weekend – I don't think he realised that he'd be tied to the chair until I'd finished writing down all his comments and feedback about CITADEL! The most useful thing was watching a beginner play for the first time after only a brief description and demo by an expert player (me, you fools!) Once he got the hang of the capture probe the MINISCREEN display on MONITOR really helped in finding out what was what. The 'Glide and Fire' mode took a bit more getting used to, but once mastered does mean that you can dodge backwards and forwards whilst firing in a different direction. Practice makes perfect!

Overall response was very favourable, and first comment was 'This is great – and it feels really 'different' to play from other shoot 'em ups' (which is what I wanted!) Specific thoughts concerned possible changes to the sprites. The energy pod got confused with the static guns, and MONITOR's subtle engines which animate in each direction of travel weren't noticed for some time in the heat of the action (Repeat after me: *I must be bolder with my pixels!*) Another helpful suggestion was the addition of a demo mode which shows gameplay in a 'feature by feature' way. After all, how else will a beginner even guess at the variety of ways to explore and play?

Monday 20th February

Start of the 'mods'. A new design of energy pod is now needed, but luckily the old one (which got confused with a static gun) can still be used after modification and different animation (as what else – a static gun!) MONITOR's engines were enhanced to boldly go where no engine had gone before, and a more stylised empty 'socket' produced to replace the original design (which remains in an equipment bay after a weapon or energy pod is collected).

A selection of small improvements were also made to the code as a result of my special guest's comments – the capture probe now grabs a bit more fiercely, and crashing into enemy units now drains more of your shield energy. After all, this isn't supposed to be dodgems!

Tuesday 21st February

I don't believe this! After sitting down this morning a whole host of alien designs for new floor tiles appeared within half an hour which look like Aztec mosaics (well at least I think so!) The screen designer (me!) is still suffering from shock – he normally likes to be warmed up thoroughly and have several cups of coffee before ideas commence. Still, if ideas want to come out when I'm not expecting them who's complaining? Not me!

After this great start to the day nothing seemed to be able to go wrong, and a neat design popped up in the sprite processor for a switch which will operate some of the secret doors – it looks like two contacts banging together (Ooerr!) All doors will blend in with the surroundings perfectly (looking just like another section of wall), but once a switch has been found and operated the affected area will shimmer for some seconds allowing you to pass through it. Effectively the cities will be formed from sealed chambers, each with its own secret entrance and exit. What better way to discourage intruders from exploring?

Wednesday 22nd February

Another good suggestion for a subtle tweak gameplay has been the ability to change your mind after starting a move to an adjacent floor tile. In chess you can change your mind after moving a piece as long as you keep your hand on it (once you let go, that's it!) At the moment any move in CITADEL continues until the destination tile is reached. The next mod will allow free movement, but only allow stops in the middle of each tile. This way you can dart about, foxing the security installations who will always target their calculated destination, giving you more of a chance to dodge back out of the way. Sounds a bit complex, but I'm sure you'll notice the difference in practice!

Thursday 23rd February

The next few weeks will see the doors leaping into action (or should that be shimmering?), and the long awaited (by me at any rate) ability of MONITOR to use lift shafts to sink into the city floors and emerge on the other parallel side of a city. This will really expand the gameplay and allow frenzied bursts of action in my 'level' editor to produce three dimensional mazes. Effectively all the basic elements will then be finished and levels can be completed by getting to the main exit (this may sound easy but there will be plenty of wheeling and dealing needed to even get as far as the second city!

Next month will also see the return of the music editor and the start of the CITADEL soundtrack. I'm hoping to fit in an in-game soundtrack option (wish me luck). Never will I forget the feeling it gave to DELTA! *(Cue sunset and roll the final credits till next time).*

ZZUPE

JOYSTICKS 'N' STUFF

MERCY DASH CALENDAR
Yes, the virgin like Saint of the industry has finally made it to stardom! She's mad, she's bad and she appears on twelve months of this mono Robin Evans masterpiece of a calendar.
OFFER 4.95, Z455H

ZZAP! T-SHIRT
New ZZap! designer T-Shirts Medium and XX Large for all readers, great and small! 50% cotton and 50% polyester.
MEDIUM T-SHIRT OFFER 4.95, Z480H
XX LARGE T-SHIRT OFFER 4.95, Z481H



MICRO-MATE PSU
The alternative C64, C64c and Vic20 power supply, Micromate will replace your dicky original CBM unit and provide reliable power to your computer. It won't overheat, has a failsafe cutout against over-current (ie output short-circuiting) and over-temperature (just to be on the safe side), and includes a twelve month unconditional warranty. ALL units are individually tested. Do you get the feeling nothing can go wrong? Good, you're getting the message, power problems are a thing of the past.
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LOAD-IT
Eliminates tape loading problems on your C64. Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year.
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KONIX NAVIGATOR
Brand new ergonomically designed handheld joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft. **OFFER 14.99**,Z235H

KONIX MEGABLASTER
Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing.
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EUROMAX COBRA
Brand new design with 8 microswitches. 3 Auto fire buttons and single normal fire button provide trigger readiness at all times! With suction feet and extra long cord.
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EUROMAX ELITE STANDARD
Short travel micro switch action in ergonomic and highly durable designed body.
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EUROMAX ELITE GRIP
OFFER 10.95, Z238H

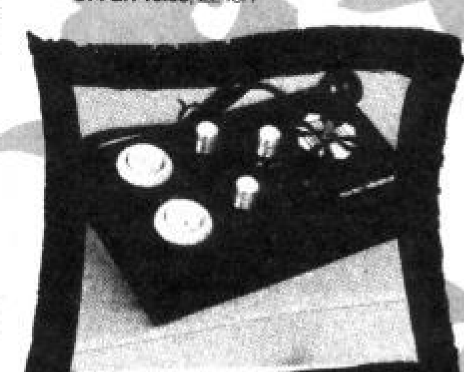
EUROMAX PROFESSIONAL STANDARD
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.
OFFER 15.95, Z239H

EUROMAX PROFESSIONAL GRIP
OFFER 13.95, Z240H

EUROMAX PROFESSIONAL AUTO-FIRE
OFFER 18.95, Z241H

EUROMAX WIZCARD
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EUROMAX MICRO-HANDLER
An array of features to get those trigger fingers twitching: extra-sensitive micro-switch-action stick, two integrated paddles, continuously adjustable autofire, extra large fire buttons and a solid metal casing with rubber suction cups for added grip. Comes complete with an extra long cord for ultimate ease of play. Be a winner with the Micro-Handler!
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DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life.
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DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
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DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-through body
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POWERPLAY CRUISER RED/WHITE/BLUE
This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.
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POWERPLAY CRUISER STREAMLINE ALL BLACK
With dual lead for Spectrum 48K/128K/Plus and Plus 2 & 3.
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Simply by holding down either of the fire buttons engages Auto Fire.
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POWERPLAY CRYSTAL STANDARD
Designed by Peter Lawton Harris of Zip Stik and Super Professional fame. Clear with red fire buttons and pistol grip handle.
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POWERPLAY TURBO CRYSTAL
Provides fast Auto Fire action.
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Internal Ram upgrade to 1024K RAM
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Use your Amiga with a domestic TV set or composite video monitor.
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captures image via your video camera
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A motorized filter wheel that automates colour digitizing with Digiview
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A 2' stand for digitizing objects
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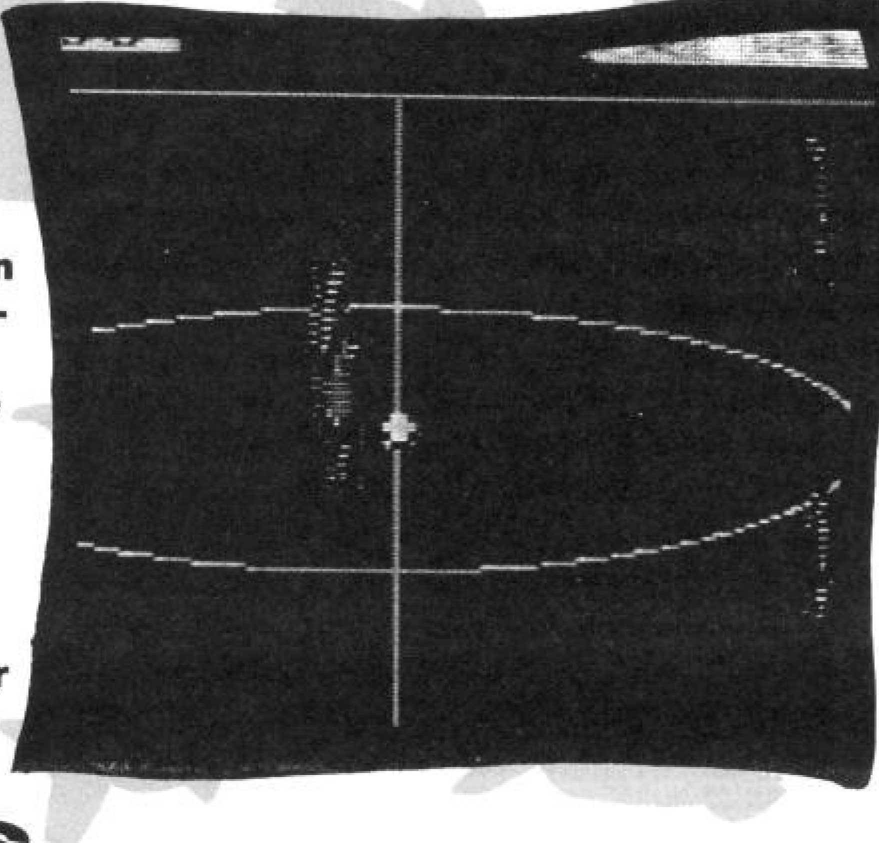
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HOLY RUDEWORDS! IT'S ME TIPS!

Super heroes abound this month, with the solution to A Fete Worse Than Death – the Joker part of Batman – along with maps to both sections. Holy halibut! That's good stuff, innit? And that's not all! We've also got . . . er . . . some other stuff. Not too sure at the minute, 'cos I haven't sorted them out. I'm just about to, though. A few tricks with a word processor and a staple gun and you won't know what's hit you! On second thoughts I think I'll just stick to the tips. So it's time to get all dolled up in me cape and . . . TO THE BAT POSTSACK! Waaaa! *(thud)* HOLY HAIRNET Who left that football there! (Rubbish reviewer wearing bedraggled Batman costume hobbles off to desk).

HUNTER'S MOON (Thalamus)

This isn't quite the listing that we had in last time. This time it's for invincibility, so that you can plough through hoardes of alien thingies. Whoar! Cor! Yay! and other expressions of enthrallment. Who sent it in? Oh, it was George Allan and George Paterson. Type it in, SAVE it for future use, then RUN it. The program should then load with incy-vincy-bility.

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10 FOR A=543 TO 623:READ B:C=C+B:POKE
A,B:NEXT
20 IF C<>9075 THEN PRINT "DATA ERROR!":END
30 SYS 543
40 DATA 32,44,247,56,169,21,141,177
50 DATA 3,169,55,141,178,3,169,106,141
60 DATA 179,3,32,108,245,169,67,141
70 DATA 39,192,169,2,141,44,192,32
80 DATA 191,3,96,72,169,234,141,160
90 DATA 1,169,76,141,161,1,169,92
100 DATA 141,162,1,169,2,141,163,1
110 DATA 104,76,226,193,162,5,189,106
120 DATA 2,157,168,8,202,16,247,76
130 DATA 27,8,169,96,141,169,31,234
```

DEFLEKTOR (Gremlin)

Unfortunately, this tip only works for those people using an Expert cartridge (all together now, 'Aaaaawwww!'). Load the game up with the cartridge (using Expert-Boot), RUN it and wait until the title screen appears – now, instead of pressing 5 plug a joystick into port one. By pushing up on the joystick, you can move forward through the levels; to go back push the stick left. Erwin Van Immerseel (who sent this tip in) also says that sometimes you can move the end generator and walls around as well. Good stuff. Thanks Erwin!

TURBO BOAT SIMULATOR (Silverbird)

Warren Pilkington must like budget games, as he sent in these POKES. Load up the game and reset the 64. Now type the following to affect the game . . .

POKE 27937,173 (RETURN) for infinite lives
POKE 29955,173 (RETURN) for infinite power
POKE 27730,1 (RETURN)
POKE 27983,1 (RETURN) to get just one object to finish level

Press RESTORE or type SYS 27650 (RETURN) to restart.

PRO SKATEBOARD SIMULATOR (Code Masters)

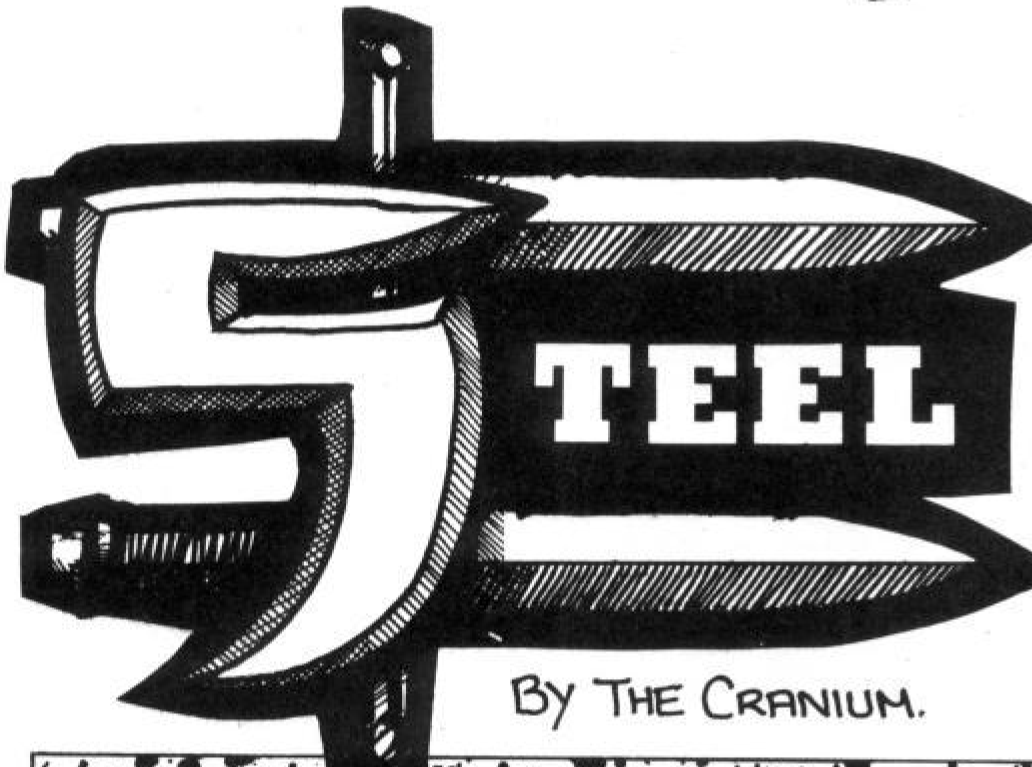
Not that bad a game this. Jon Barry from Walsall thinks it's alright, so he's come up with this reset POKE. Reset the machine using one of them 'unstoppable' cartridge thingies then type the following.

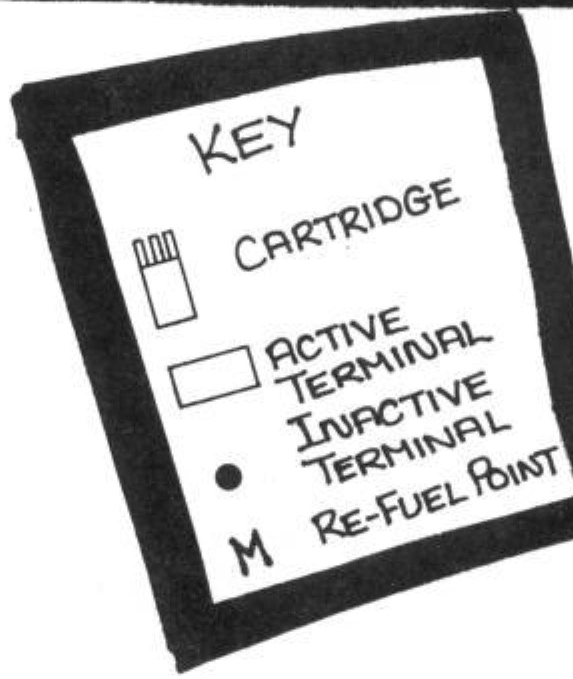
POKE 3701,96 for infinite time
POKE 56576,103:SYS 28416 to restart.

MASTERBLASTER (Zeppelin)

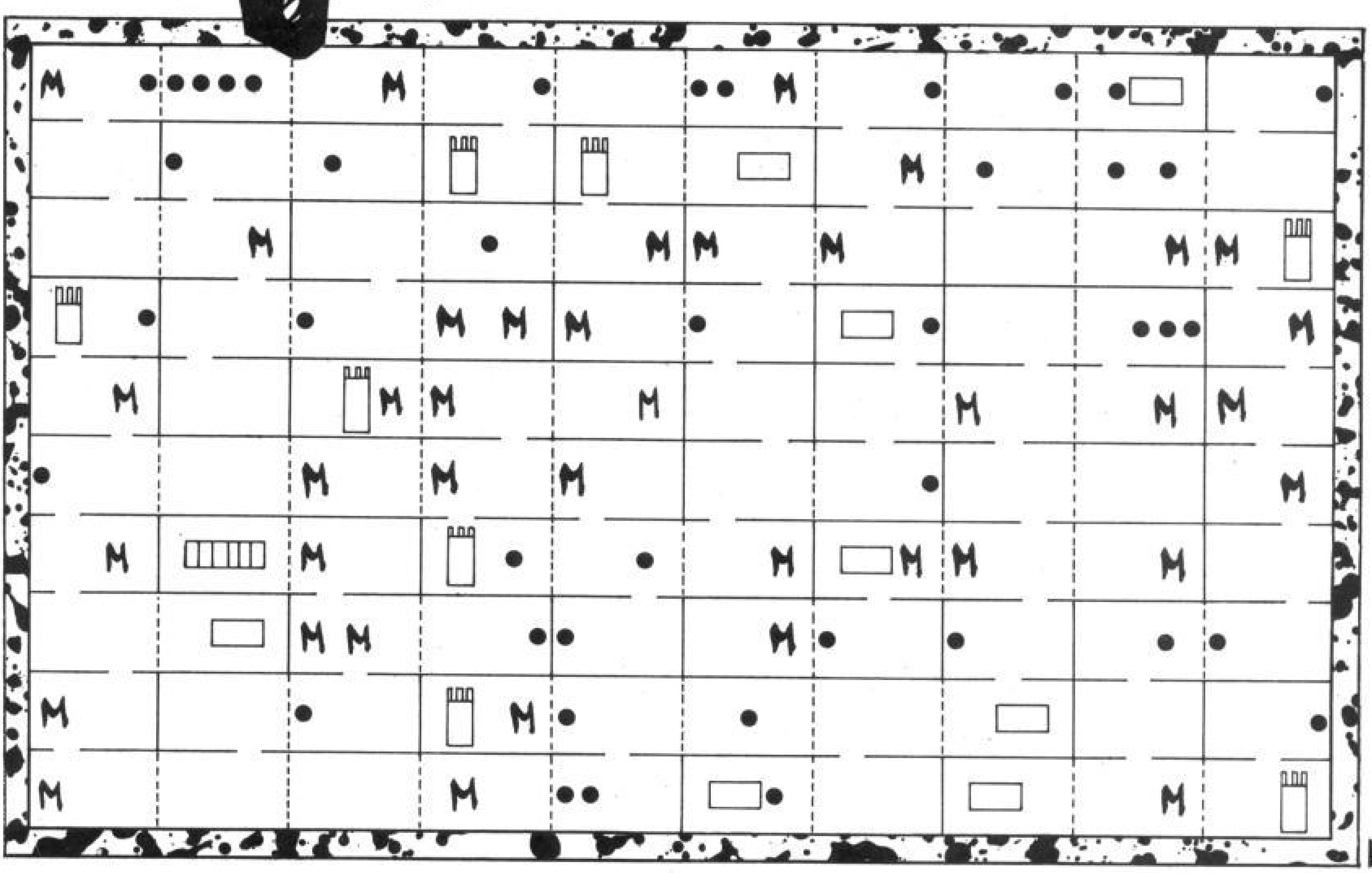
This is an absolutely awful game! Fancy doing that to such a good song title (by Front 242, I must add *You don't have to, Maff – Ed*). Warren Pilkington from Manchester thinks it's rubbish as well; I know 'cos he told me in his letter. Still here's a little bit of interesting stuff: if you reset the machine at the loading screen, then type SYS 20480 (RETURN) you can hear the loading tune to your heart's content. Aaaaand . . .

If you load the game and reset the computer, then type SYS 5200 (RETURN) you can see a 'good end sequence' as Warren puts it. Er, if you say so Waz!





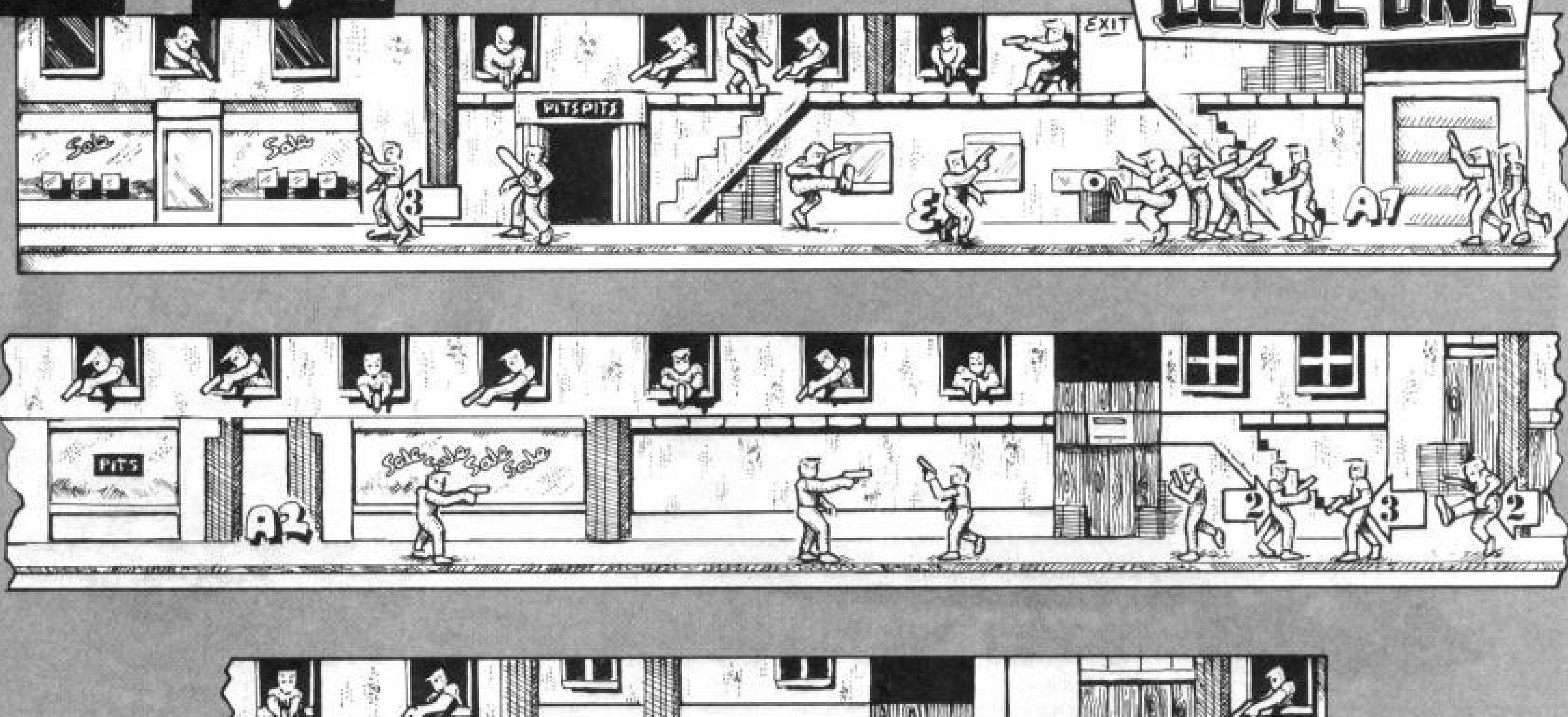
BY THE CRANIUM.



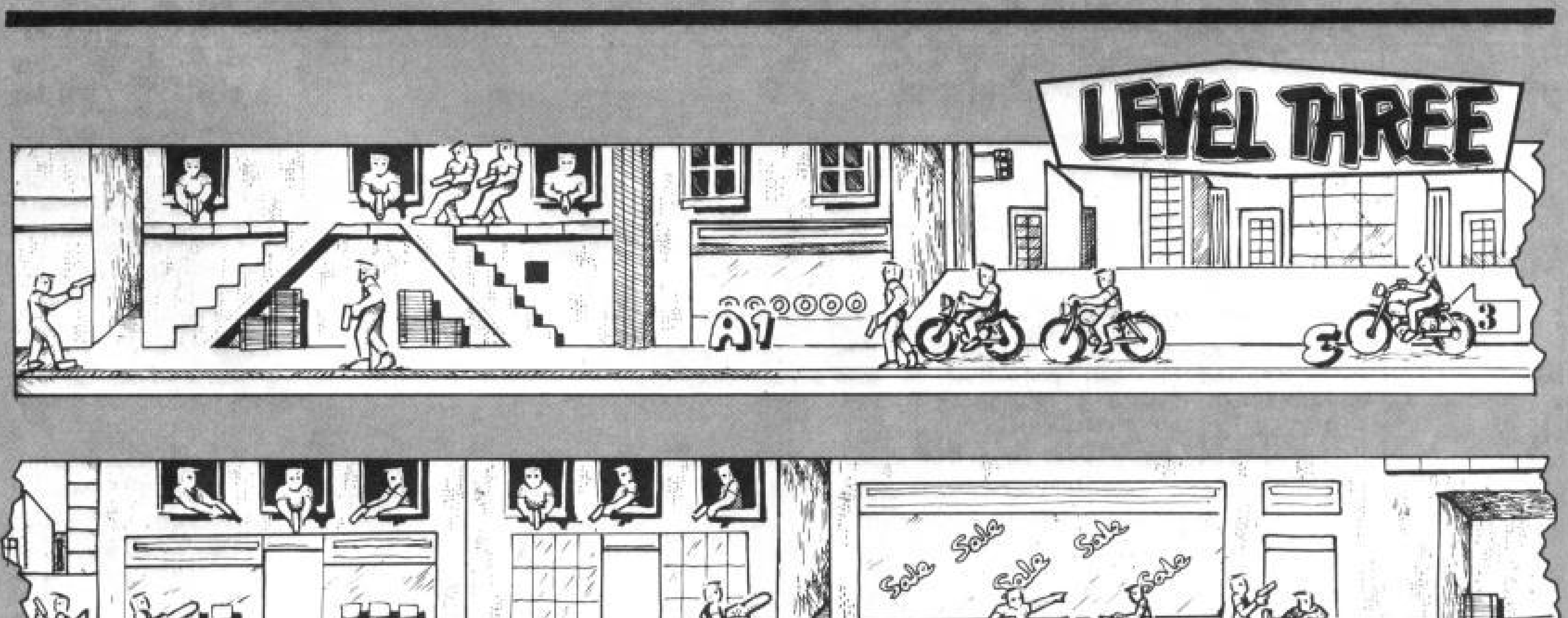
ZZAP! Me TIPS

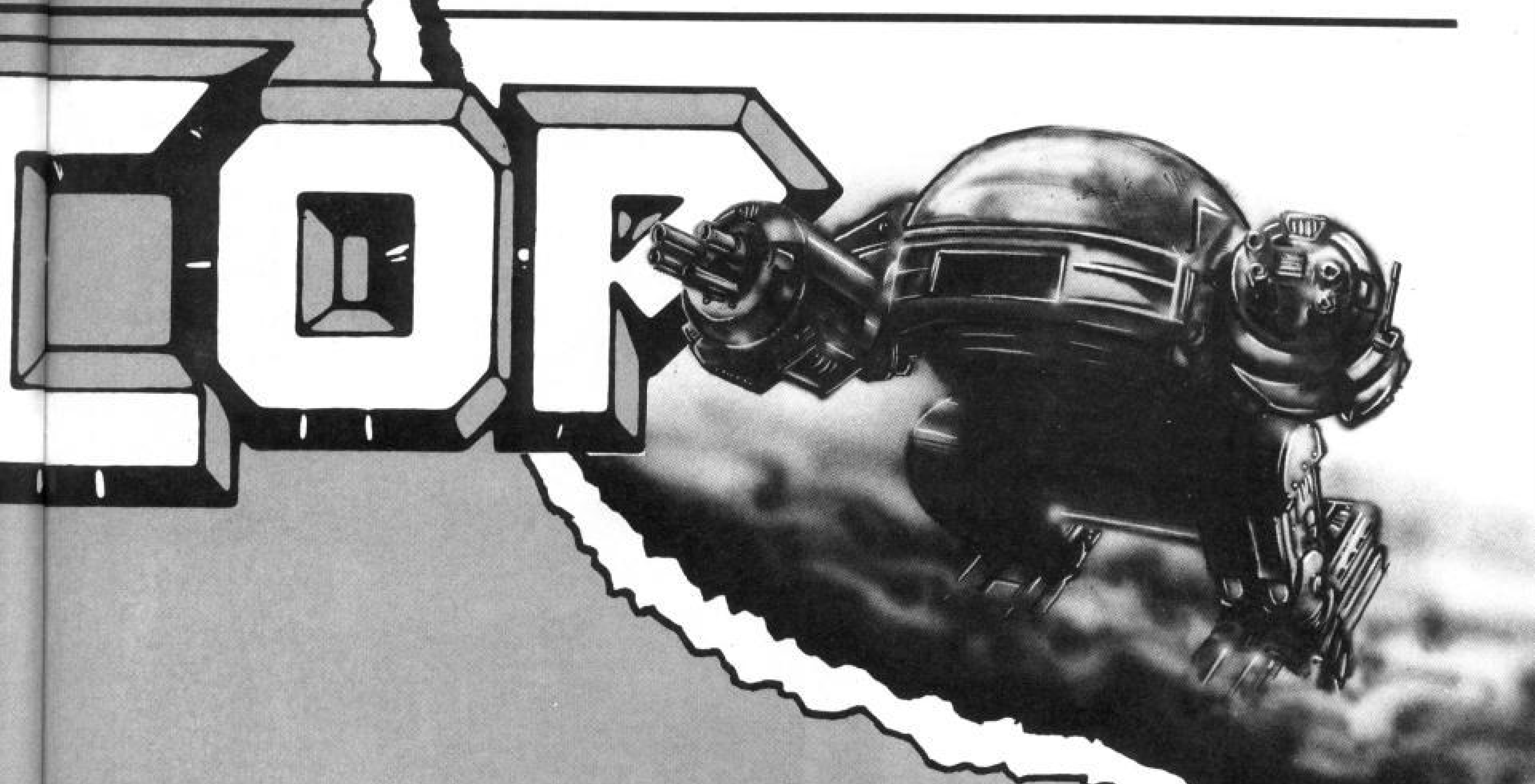
ROBO…

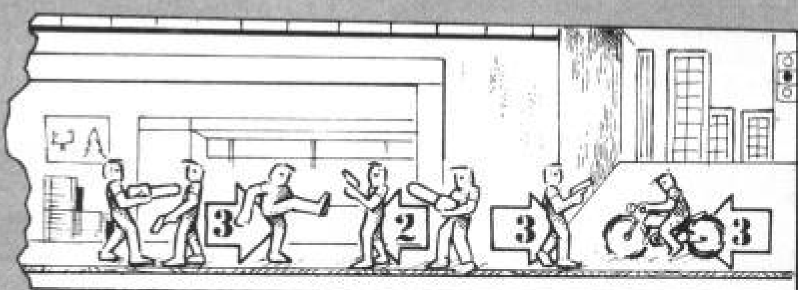
LEVEL ONE



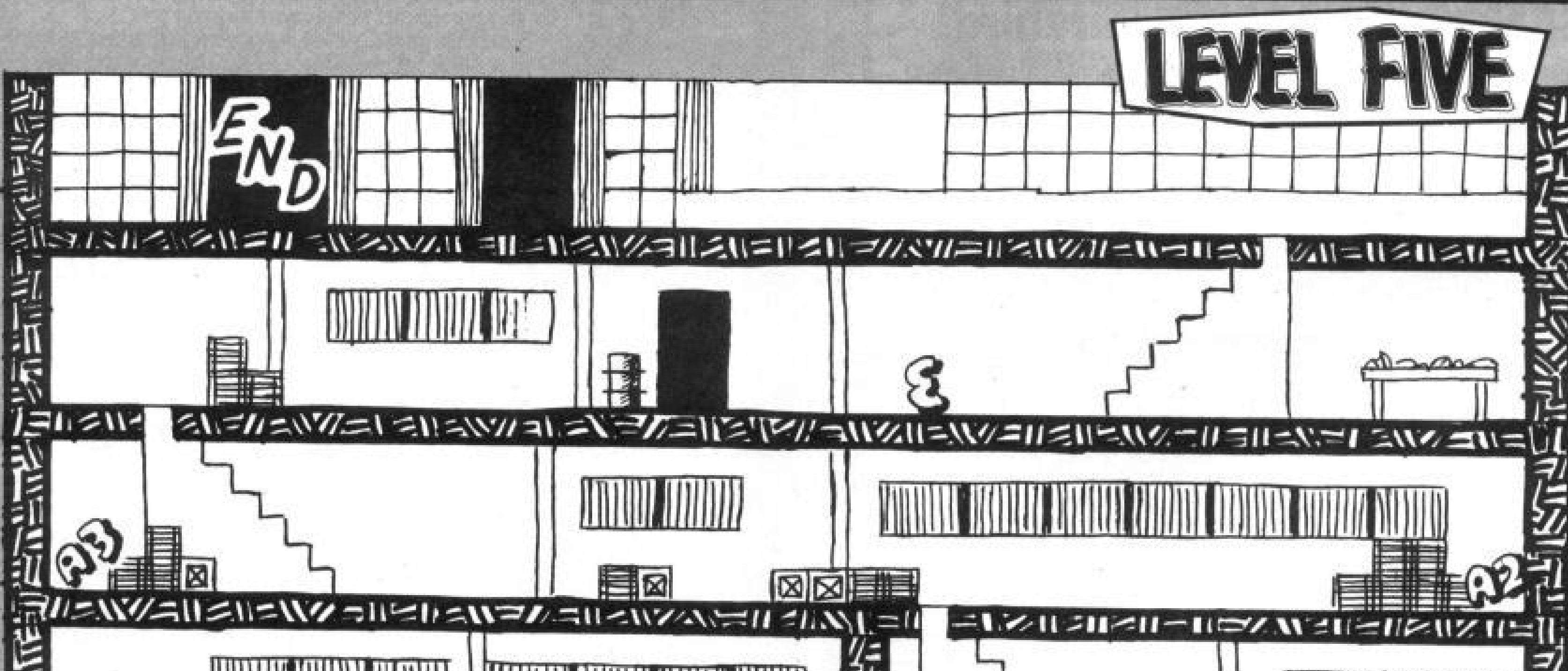
LEVEL THREE






3
2
3
3


"LISTEN GUYS 'N' DOLLS!" WHOEVER DREW THIS MAP IS A TALL DUDE!


LEVEL FIVE
END
A3
A2
A1
S

PACMANIA (Grandslam)

Waaay! Yahaaahooo! This is it! The first listing of the month! Hooray! Oh, alright then, maybe not. Well it is a listing and it's for Pacmania and it's from Gareth Edmondson from West Glamorgan. It makes the game . . . ooooh, just a bit easier. Try it for yourself. Just type it in, SAVE and RUN it . . . with your Pacmania tape in the player ready to load, of course.

```
1 REM PACMANIA CHEAT
2 FOR X=320 TO 357: READ Y: C=C+Y: POKE X,Y:
NEXT
3 IF C=3695 THEN POKE 157,128:SYS 320
4 PRINT "DATA ERROR!!!":END
5 DATA
32,86,245,169,81,141,202,2,169,1,141,203,2
6 DATA
96,72,77,80,169,94,141,134,5,169,1,141,135
7 DATA 5,76,0,4,169,165,141,104,111,76,0,56
```

SPITTING IMAGE (Domark)

It's the man with the glasses again! You know, Joe 90. What do you mean you don't remember? Swivelly chair and that round cage thing! You know! Oh, suit yourself then. Here's the 64 tips anyway . . .

Load up and reset the game and enter POKE 3314,173 (RETURN) for player one infinite lives and POKE 3348,173 (RETURN) for infinite lives for player two. Aaaand the magic number for all the restartin' stuff is SYS 2816 (RETURN). Cheers, four-eyes (only joking!).

ELITE (Firebird)

A little bit to follow up on Andrew McGarrigle's Amiga stuff. If you don't remember, it's type SARA instead of the password at the beginning, then type the real password. This starts up the cheat. Now to enter the cheat screen press the asterisk in the numeric keypad. Simon Liu has sent in this useful tip. Changing the value of byte 97 (in hex) changes your rating, from 00 (harmless) to 08 (Elite). Wow! Well 'ard!

LAS VEGAS CASINO (Zeppelin)

No longer much of a gamble on the roulette any more, thanks to G Towers in Warrington. Just bet the lot on black seven, then the lot on black nine. You should now win £50,000 and see a picture of a car. How exciting!

SAMURAI WARRIOR (Firebird)

Remember waaaay back in Issue 39, there was a couple of reset pokes to give more energy on this ace fumpin' game? But it didn't give infinite energy, did it? Well R Motler has sent in this cheat to make sure that your energy level doesn't go below four bars. Just type HHDSFHHH on the score table: the border should flash and a figure 8 should appear. This signifies that the cheat is operational. If you want to turn the cheat off, just type HHDSFHHH on the score table again. Be warned, however. This cheat doesn't affect Karma.

CARRIER COMMAND (Rainbird)

Well this took while to appear didn't it? Or maybe I'm just behind. This was sent in by an anonymous tipster who says do this . . .

Pause the game from the main viewing screen and type THE BEST IS YET TO BE complete with all the spaces. The game should start automatically. Now pause the game and press + or – to toggle manta invincibility. Then it gets a bit vague, as he (or she, as I don't know who it is) says 'Try other numbers on the keypad when paused. You might get refuelled or something.' Very precise. Still, it seems to work!



DRAGON NINJA (Ocean)

The amount of people who sent this in is more than . . . six. Probably 'cos it's quite obvious really. When you die on the fourth level and it says 'Rewind tape', DON'T! Just leave the tape going and the next set of levels will load, giving you access to the later bit with five lives and full time. Makes things a bit easier. Thanks to those who bravely struggled to find that out but never got their name mentioned.

THUNDERBLADE (US Gold)

If you 64 Thunderblade fans keep getting a missile up your tailpipe, then try this little reset poke from Roy, Stu, and Tel-Son. Load the game, reset the machine and enter the following

POKE 4159, numoer of lives (3-255) RETURN

and type SYS 4096 to restart with more helicopter backup.





EMPIRE STRIKES BACK (Domark)

Yes, you CAN believe your eyes, it IS another tip for Empire. Seem to be getting a bit of a regular thing, don't they? Still, on with the biz for the 64 version cheat . . .

According to David Robertson, if you press and hold SPACE BAR, B,N,M,J,K, and L, you get infinite shield energy. Good, eh? No need to turn to the dark side now, is there?

ROCKFORD (M.A.D)

Not a great game, but it was cheap, so some people are bound to have bought it. Henrik Moerk Matzen from Denmark has sent in some pokey things, so here we go . . .

Load the game and reset the 64 (the usual process as Henrik so rightly points out) then type the following . . .

POKE 58199,165 (RETURN) POKE 61881,165 (RETURN) for infinite lives
POKE 61875,76:POKE 61876,187:POKE 61877,241 (RETURN) to get rid of sprite to sprite collision detection
POKE 63890,165 (RETURN) to be free (erm . . .)
POKE 64017,169:POKE 64018,0 (RETURN) so that you only have to pick up one diamond
SYS 51992 (RETURN) restarts the game.

SWORD OF SODAN (Discovery Software)

Don't remember seeing this one wend its way into the office (moan, moan, grumble). Anyhow, I've got this tip from D Jones in Welwyn Garden City. Play the game once so that you get on the score table and enter any name you want. Start the game again so that your player is on the screen and type DISCOVERYSOFTWARE (no space). Now if you press return you will go onto the next level with infinite lives. If you want to get onto even higher levels then simply press return and BINGO! There you are!

ARKANOID II – REVENGE OF DOH (Imagine)

Well yeah, so what if we've had a listing in for this before? That one was for the lives and stuff. This one's better, oh yes sirreeee! It gives you infinite lives and allows you to advance levels by pressing the RESTORE key. Whoar! This was sent in by . . . er . . . oh. They haven't put their name on the letter. Anyway whoever it is they come from Wrexham, which isn't that far from where I used to live. Now, it's a bit long, so make sure your fingers are well oiled . . .)

```
1 PRINT CHR$(147)
2 FOR I=2816 TO 2920:READ X:A=A+X:POKE I,X
4 NEXT
5 IF A<>11967 THEN PRINT "ERROR!"
6 DATA 162,37,189,17,11,157,128,1,202
7 DATA 16,247,162,255,154,76,128,1
8 DATA 32,86,245,169,144,141,240,3
9 DATA 169,1,141,245,3,76,167,2
10 DATA 169,32,141,84,3,169,162,141
11 DATA 85,3,169,1,141,86,3,76
12 DATA 0,8,169,176,141,115,1,169
13 DATA 1,141,116,1,173,18,208,96
14 DATA 169,173,141,255,9,162,7,189
15 DATA 205,1,157,0,6202,16,247
16 DATA 162,0,160,61,142,250,255,140
17 DATA 251,255,76,212,6,169,255,141
18 DATA 67,3,76,88,55,76,212,6
```

BULLDOG (Gremlin)

This little one was sent in by Lawson Davies form Pencoed, South Wales. He says that if you type 'c' on the score table (including apostrophes, otherwise it just won't work) you will be blessed with infinite ships. Thanks Laws, me auld mate (no, I've never met him).



R-TYPE (Electric Dreams)

Resetty-setty pokeys for thissy . . . no, it's no good. I can't keep this up any longer. Just load R-Type, reset the game on the title screen and type these pokes . . .

POKE 12865,173 (RETURN)
POKE 12957,173 (RETURN) for infinite lives
POKE 12700,96 (RETURN) to disable collision
SYS 32768 (RETURN) to restart.

By the way, if you haven't got a reset switch, watch out for some non-reset POKES coming your way real soon!

MENACE (Psyclapse)

Joe 90 has been getting his glasses in fettle and produced these POKES. Load up the game, reset it on the title page and enter the following.

POKE 8980,234 (RETURN)
POKE 8981,234 (RETURN) for infinite energy
POKE 8228,0 (RETURN) for infinite cannon
POKE 8243,0 (RETURN)
POKE 8261,0 (RETURN) for infinite lasers
SYS 2080 (RETURN) restarts.

RAMBO III (Ocean)

A small tippette for the Amiga version of this 'hard man' game. Just type RENEGADE on the score table then press 1,2 or 3 on the title screen to access any of the three levels. Thanks to ABC in Bridgend for that one.

FIREBIRD SAMPLE PLAYER

Pure self indulgence, this one. I like it so I've put it in. It's from the man with the budget POKES himself, Jon Barry and it enables you to play samples in any sequence you want from DATA statements – useful for demo designers everywhere. Now it's a bit complex, so listen carefully . . .

First load up the game you want (Slimey's Mine, I, Ball or Arcade Cassics) type in and SAVE the following listing, then RUN it.

```
1 REM FIREBIRD SAMPLE REPLAY
2 REM BY JON BARRY
3 :
5 FOR T=4096 TO 4145:READ A:POKE T,A:NEXT
6 POKE 56,16:NEW
10 DATA 120,169,53,133,1,160,0,177,251
20 DATA 41,15,141,24,212,166,254,202
30 DATA 208,253,177,251,74,74,74,74
40 DATA 141,24,212,166,254,202,208,253
50 DATA 200,208,227,230,252,165,252
60 DATA 197,253,208,219,169,55
70 DATA 133,1,88,96
```

Done that? Now, type in the next listing and SAVE it.

```
1 REM ZZAP! BEATBOX
2 REM BY JON BARRY
3 :
10 RESTORE
20 READ L,H,D:IF L<0 THEN 10
30 POKE 251,0:POKE 252,L
40 POKE 253,H:POKE 254,D
50 SYS 4096
60 GET A$:IF A$="" THEN 20
100 DATA .............................................. -1,0,0
```

Now the last DATA statement isn't the one to use. This is where you put the data for the samples you want to play and this is the structure . . .
L,H (from the following sample tables),speed of sample (1 fastest, 255 slowest, 20 normal)

If you want the sequence to carry on *ad infinitum*, then put the -1,0,0 at the end of the data.

Well, now that you've go the listings, I suppose that you want some data to put into them. Well, here are a few table fingies for just that purpose.

SLIMEY'S MINE

SAMPLE	L H	SAMPLE	L H
'Get ready!'	128 134	'Transfer!'	178 186
'You are here'	134 141	'Bertie!'	186 191
Gulp	141 144	Snore	191 196
Drum	151 156	Whistle	196 200
'Got 'im!'	156 161	'Game over'	224 233
'Ow!'	161 166	'Aaargh!'	233 245
'Ur!'	166 170	Rude message	245 250
'Screen cleared'	170 178		

I, BALL

SAMPLE	L H
'I, Ball!'	160 172
'Oh, no!'	172 183
'Game over'	183 192

ARCADE CLASSICS

SAMPLE	L H
Guitar	176 185

We also have tables for the sounds in Microrhythm+, so if you want to have them just drop me a line. If there are enough requests I'll stick 'em in the mag. On the other hand, if you're not too much of a whizz with data stuff, here's a little demo that Jon sent in for Slimey's Mine. Just add these statements to the end of the Beatbox program –

```
100 DATA 141,144,20,166,170,10
110 DATA 178,,179,15,178,179,17
120 DATA 178,179,19,178,186,21
130 DATA 141,144,45,233,245,6,-1,0,0
```

BACK TO REALITY (Mastertronic)

Not simply another batch of infinite lives POKES these. Oh, no. Something far more interesting has made its way into the office from Grant Robson in Renfrewshire. Load up the game, reset the machine and enter some of the following for some diverse effects.
POKE 53271,3 (RETURN) POKE 53277,3 (RETURN) **to make your character larger than everything else**
POKE 53271,252 (RETURN) POKE 53277,252 (RETURN) **to make all the other sprites larger and leave your character the same size**
POKE 53271,255 (RETURN) POKE 53277,255 (RETURN) **to increase the size of everything (if you know what I mean – nudge, nudge)**
POKE 53271,0 (RETURN) POKE 53277,255 (RETURN) **to play BACK TO HOUGHTON (Ha ha, how mildly amusing Grant)**
POKE 53271,255 (RETURN) POKE 53277,0 (RETURN) **to play ADVENTURES OF A DRAINPIPE (Hoohoo! No Grant, please or I'll crack a rib!)**
POKE 24752,x (RETURN) **to change the colour of your character's top, where x is replaced by 0-15**
POKE 24753,x (REYURN) **to change the colour of your character's trousers**
POKE 30916,234 (RETURN) POKE 30917,169 (RETURN) POKE 30918,0 (RETURN) **to rn the music off.**
And after all that, type SYS 16384 **to restart.**

ATTACK OF THE MUTANT CAMELS (Llamasoft)

Well, well, well. What have we here. Some more shape changing POKES from the amorphous one himself, Grant Robson. **This time for the hairy Minter's classic (pah) game. To expand stuff, look up the numbers of the bits you want to increase and add them together, then put them in POKE following the list.**

1 – Your ship
2 – Your laser fire
4 – Camel's laser fire
8 – Top left of camel
16 – Top right of camel
32 – Bottom left of camel
64 – Bottom right of camel

and the POKE is POKE 5148,x (RETURN)

So if you wanted to expand bits 1, 8, and 32, you would add them to get 41 and enter POKE 5148,41 (RETURN)**, dead easy, eh?**



ARMALYTE (Thalamus)

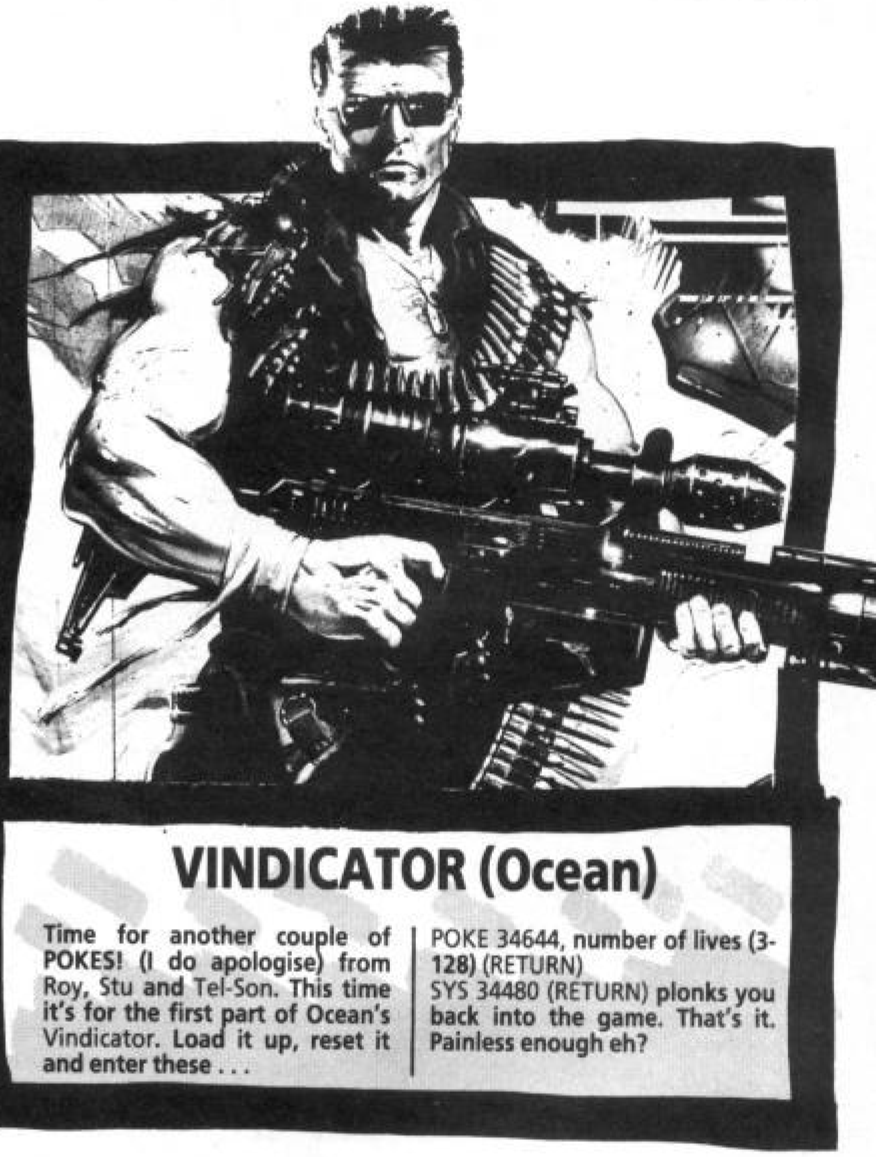
Now this listing isn't for the casual POKES typist. It's a seeerious listing, knowworramean! As well as giving infinite lives for both players it allows you to select any level – including the end sequence! The amazing techno-boffin responsible for this is Anton Von Deurzen, also known as the Angel of Death (yeah, I'm sure). Off yer go . . .

```
10 POKE 63410,96:PRINT CHR$(147):A=40832
20 FOR X=0 TO 6:READ C:A=A+1:NEXT X
30 PRINT "UNLIMITED LIVES PLAYER 1?":GOSUB 150
40 IF A$= "N" THEN GOTO 60
50 POKE 59891,173
60 PRINT "UNLIMITED LIVES PLAYER 2 ?":GOSUB 150
70 IF A$= "N" THEN GOTO 90
80 POKE 59991,173
90 PRINT "STARTING LEVEL (1-7) OR FINAL SCREEN (8)?"
100 GET A:IF A=0 THEN 100
110 IF A<1 OR A>8 THEN GOTO 140
120 IF A<8 THEN GOTO 140
130 POKE 45058,A:POKE 45060,0:SYS 40832
140 POKE 45059,A-1:POKE 45058,A:SYS 40832
150 GET A$:IF A$=""THEN 150
160 RETURN
170 DATA 169,54,133,1,76,209,179
```

SLIMEY'S MINE (Silverbird)

'Bertie!' 'Gaayyyme Over!' 'You are here!' Come on, you know the stuff! Well, Jon Barry certainly does. He's sent in these reset fings. Load the game, reset on the title screen and enter THIS . . .

POKE 2282,173 (RETURN) to remove firing after the screen is cleared
POKE 30305, speed of game (0-255)
POKE 2249,173 for a reeeaally fast game
POKE 2255,173:POKE 2327,169:POKE 2328,0:POKE 2329,141:POKE 2330,207:POKE 2331,74 (RETURN) for infinite energy
POKE 23474,32 reveals hidden part of scrolling message
POKE 29958,169: POKE 29959,x: POKE 29960,234: POKE 29965,23 where x is replaced by – *1* for big Slimeys, *254* for big Enemy or *255* for big Enemy and big Slimeys
Type SYS 23052 to start.



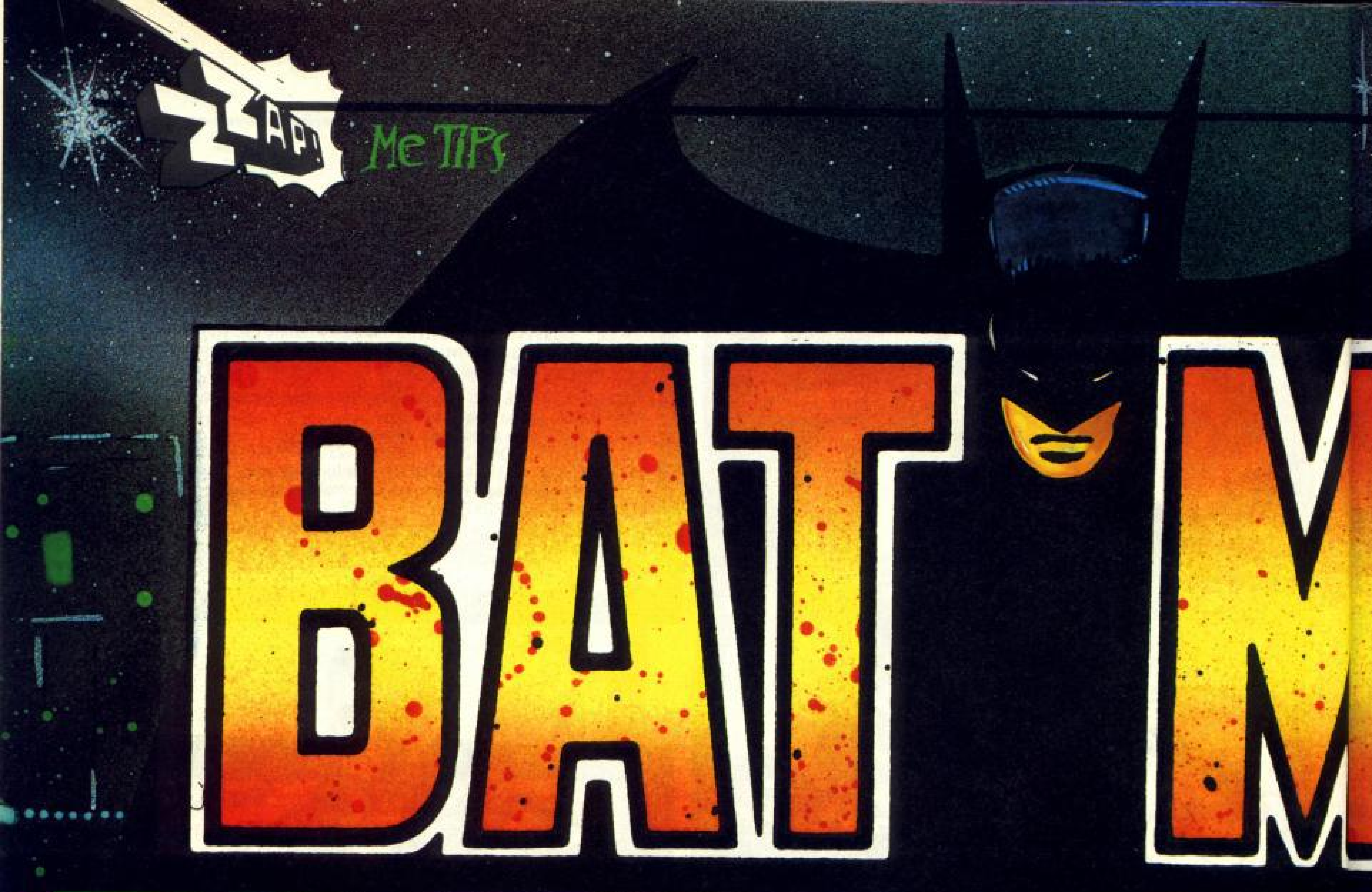
VINDICATOR (Ocean)

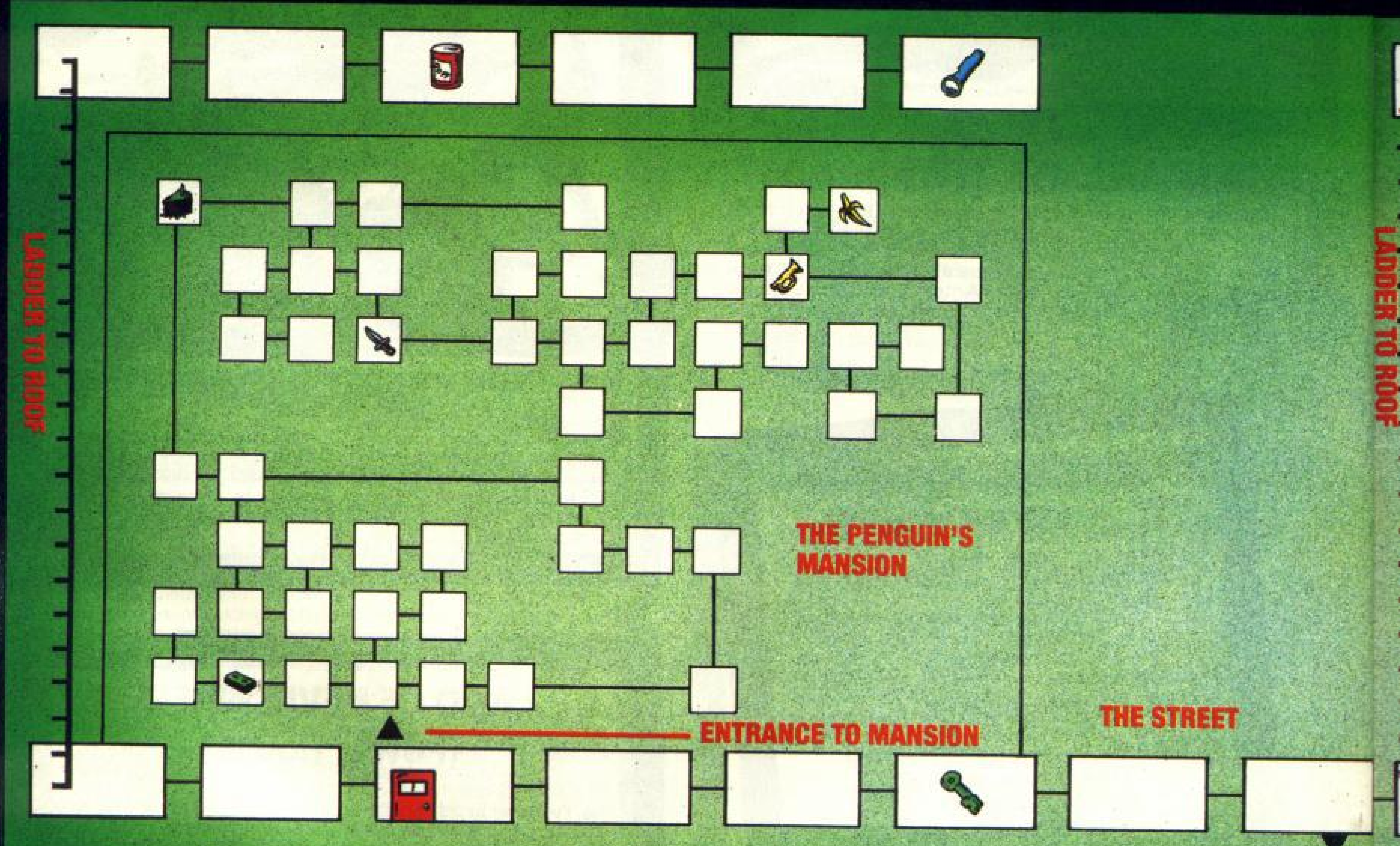
Time for another couple of POKES! (I do apologise) from Roy, Stu and Tel-Son. This time it's for the first part of Ocean's Vindicator. Load it up, reset it and enter these . . .

POKE 34644, number of lives (3-128) (RETURN)
SYS 34480 (RETURN) plonks you back into the game. That's it. Painless enough eh?

LAND OF NEVERWHERE (Power House)

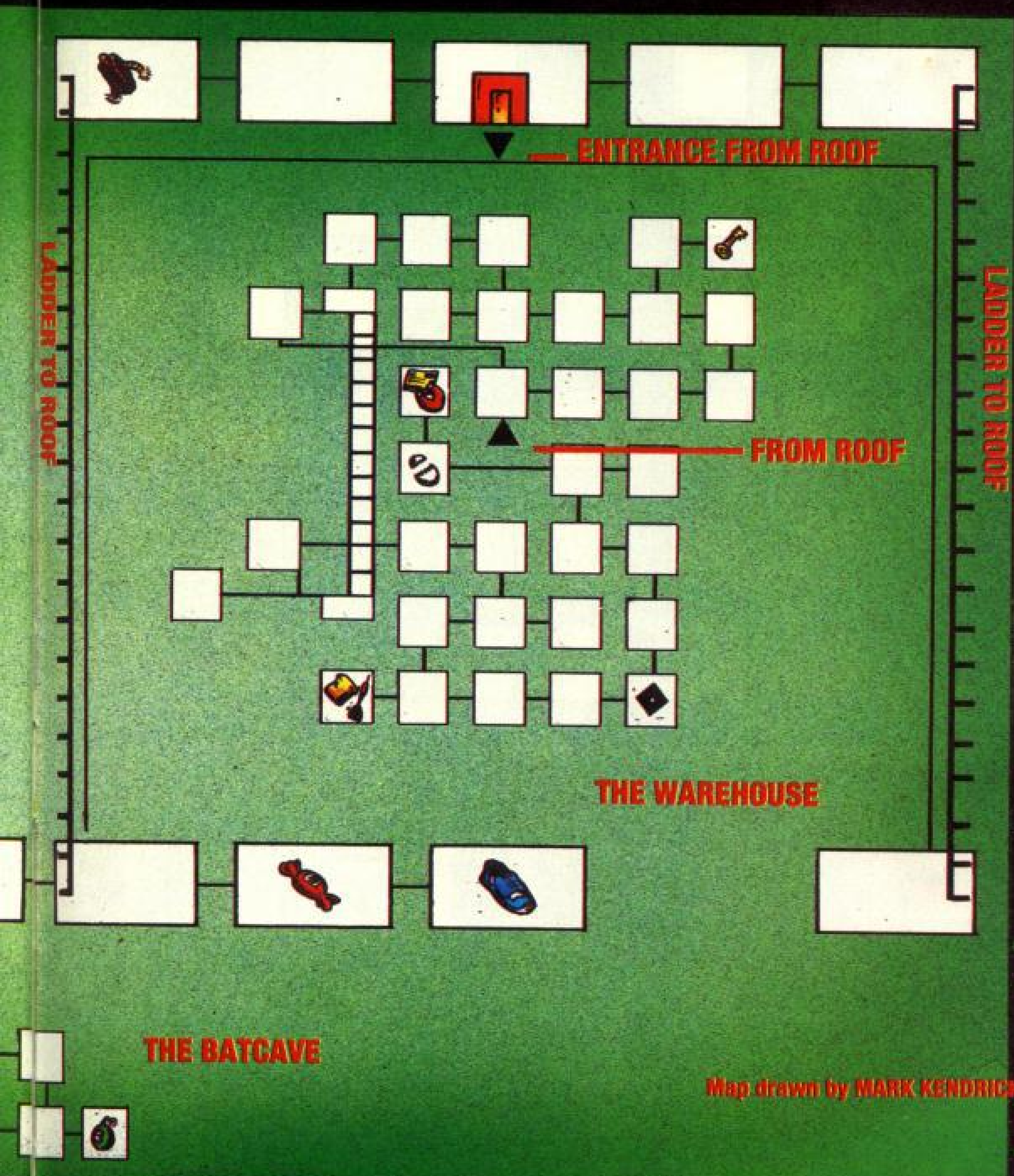
No, I've never heard of it either. Still, Stuart King from Blackpool has and he sent in this POKE. Load up the game, reset the 64 and type POKE 35587,234 (RETURN) to disable sprite to sprite collision detection. When you're ready to rock, type SYS 30000 (RETURN) to restart, or SYS 30250 (RETURN) if you want to just listen to the music. When you're ready, press RESTORE to start the game.





BATMAN A BIRD IN THE HAND

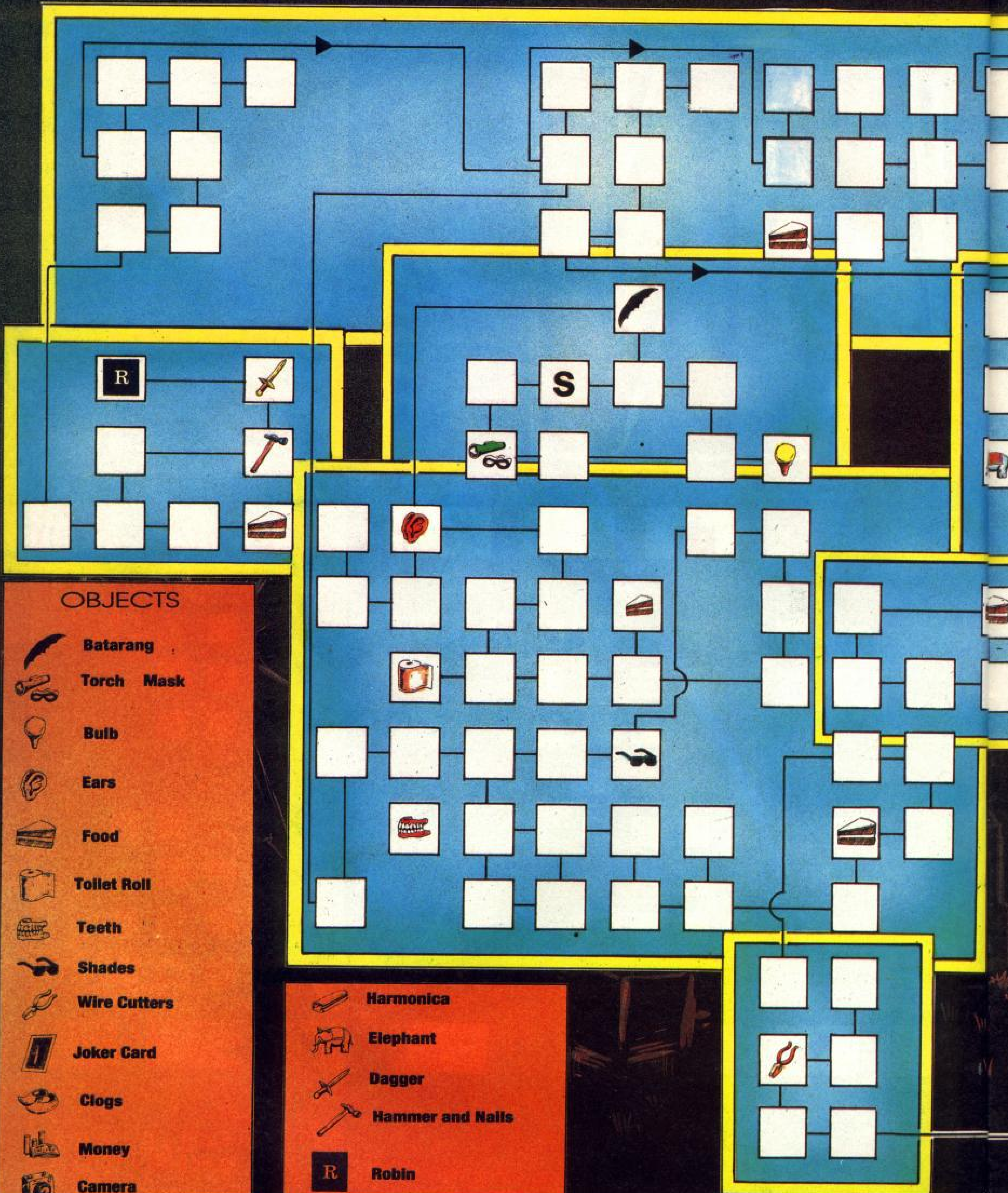
MAN



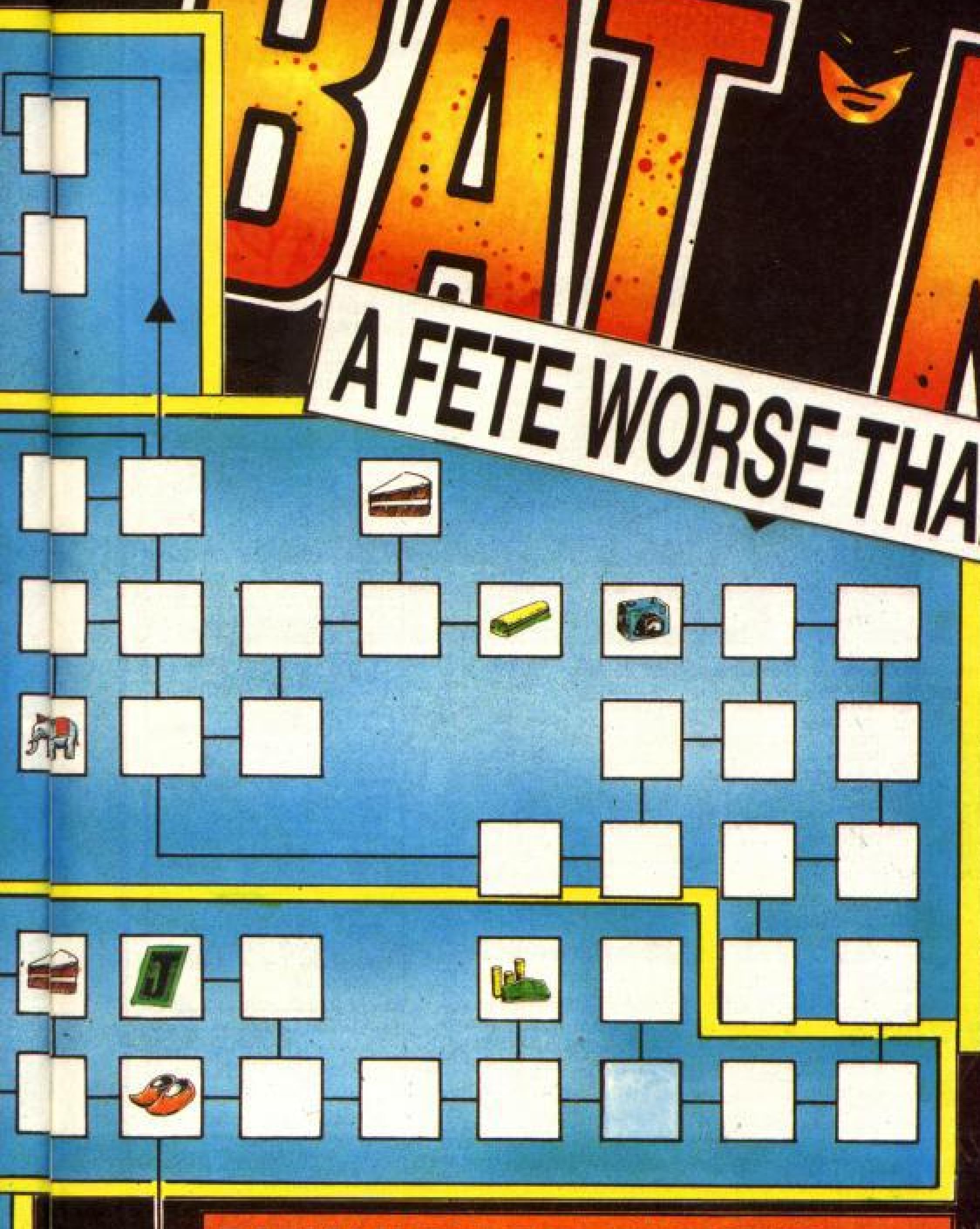
OBJECTS

- Toast
- Sweet
- Egg
- Pop
- Cake
- Nana
- Trumpet
- Knife
- Video Tape
- Games Disk
- Bat disk
- Lift Key
- Door Key
- Pass Card
- Dart
- Magnet
- Rope
- Lock Pick
- Tool
- Bomb
- Torch
- Batarang
- Red Nose
- Trainies

NOTE: All objects except the BOMB and the KNIFE must be used for maximum score


R
S
OBJECTS
Batarang
Torch Mask
Bulb
Ears
Food
Toilet Roll
Teeth
Shades
Wire Cutters
Joker Card
Clogs
Money
Camera
Harmonica
Elephant
Dagger
Hammer and Nails
R Robin

BATMAN
A FETE WORSE THAN DEATH



BATMAN, PART 2 – THE JOKER (OCEAN)

Chris Pratt (sounds a bit like bat. OK, so it doesn't) from Morpeth, Northumberland has sent in the solution to the Joker adventure. So masks on, heads down and yer off!

First of all, find the LIGHTBULB in the Batcave and use it in the dark room. This will illuminate the GAS MASK and the FLASH LIGHT. Go out of the batcave and use the GAS MASK before going into the sewers as this will stop your energy level hurtling down. Use the FLASH LIGHT in the dark sections of the sewers to see where you're going. Next find the FALSE TEETH, which enable you to eat food. Find the SHADES and keep them for future use. Pick up and use the EARS for a few extra points.

When you reach the fairground, search the tents for the money and use it in the fruit machine room. Keep trying to win until a JOKER CARD appears. Collect it then go to the hall of mirrors where you will find the CAMERA. Pick it up and use it for extra percentage, then find the impassable door in the hall of mirrors and use the JOKER CARD. This allows access to the Joker Joint. Go all the way down the ladder back into the sewers.

Use the WIRE CUTTERS to defuse the explosives on the way. When all ten have been taken care of, go back to the fairgound where the Joker will be walking around. Back him into a wall and keep high-kicking him in the face. He will then drop a ROPE. Pick it up then make for the rollercoaster. One of the poles of the rollercoaster is actually a diguised ladder. Climb up and get the HAMMER AND NAILS. Climb up another ladder and get the DAGGER. On the next screen you will find Robin, so use the ROPE to free him. Oh, and if you use the HAMMER AND NAILS to stop the doors from moving, you will get extra percentage.

Map from DARREN GOODIN, drawn by MEL FISHER

BACK TO THE BATCAVE, ROBIN!

Well that's your lot for this month. My batsuit is getting a bit uncomfortable, so I want to get back to me jeans and trainers. Tipster of the month this month is Jon Barry for his brilliant sample hack – and remember to tell me if you'd like to see those Microrhythm+ data tables. Cartographer of the month is . . . So that's about it from me really, apart from reminding you to send all thing cheat, hint, POKE or tip related to ME TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB and you might just win some goodies . . . or then again you might not! See ya!



▲ The first level: you don't notice the jerky scrolling when you're getting tubbed by the nasties

LAST DUEL



Capcom/US Gold, C64 £9.99 cassette, £14.99 disk

Oh, dear. Another war. Far away, in another galaxy, in another time, two races are locked in combat. On the planet Bacula the Galden tribe, having overthrown the government and seized power over the whole world, want more.

Their chosen target is the small, peaceful planet of Mu. The Mu-ans (for it is they), start to get a bit worried at hearing the news, and immediately leap into action.

Dusting down their ancient laboratories, they install their best scientists to come up with an effective deterrent to the alien threat. After many long months working around the clock, they finally came up with a solution.

And this is some solution: a vehicle of immense firepower, with the ability to leap into the air to avoid ground hazards. More amazingly, it can also transform itself into an airborne vessel specially designed to eliminate any kind of enemy in the sky.

Armed to the teeth with such an awesome piece of hardware, what better place to try it out than in the heat of a bloody good battle? And what luck! The Galdens have decided that today is the day of the attack!

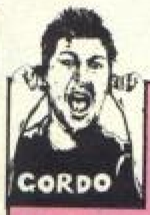
Off you go then, blasting your way through progressively more difficult levels, alternating between ground vehicle and fighter plane every other stage. By the way – watch out for the holes in the ground. Fall through one and, fancy machine or no fancy machine, you've had it, mate.

Just casually scattered about the place, you'll find power-up pods, which you must shoot to release extra weaponry and increase your firepower. And boy, will you need it when you get to the biggy end of level nasty. Just think of the horriblest, slimiest, ugliest monster you can possibly imagine – this one's even worse (well it seem like it when you're face to face, anyway).

OK, let's cut the crap! Just get fuelled up, kiss mom goodbye and go kick some ass! This could well be your last duel, you know. (Clever, eh?).

▼ Level Two, and the short 'n' curly meanies have got you by the goolies





If you're such a snoot that you refuse to enjoy a shoot 'em up that hasn't got state of the art animation and ultra smooth scrolling, you won't enjoy Last Duel **– it hasn't got any of them. What it has got is some fairly eyebrow-singeing gameplay which doesn't look too great but has enough action to keep you hooked. There isn't much in-game sound to speak of either, but the blasting is fast, tough and a lot of fun. Maybe I'm just perverse, but I really enjoyed it; in other words, it's nothing *really* special but definitely worth trying out.**



OK, so there's nothing outstanding about Last Duel **but it is a pretty fast, tough-action shoot 'em up that's a lot of fun to play for a while. The animation and scrolling aren't all that hot (you can't really tell the difference between the car and the plane) but the backgrounds are colourful and the gameplay's all there – and that's what counts, isn't it? If you're a bit of a shoot 'em up snob, this might not be quite up to your standards; as for everyone else, try it and see what you think. You never know, you might forget all about the graphics and actually end up enjoying yourself!**



Is this another earth-shattering addition to your already bulging collection of shoot 'em ups? Nope. The action just plods along, and there isn't always all that much of it. Every now and then there are huge gaps without any enemies – which is when you start to look at the blocky graphics and notice the unimaginative in-game sound. Still, the title tune's not bad, the backdrops are pretty colourful and as long as you're not too fussy about fancy frills or presentation, you could get a fair bit of fun out of this. Just don't expect too much.

PRESENTATION 57%
High score table and swirling starfield on the title screen. Spongy controls during play.

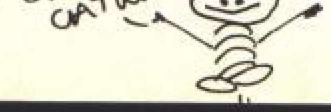
GRAPHICS 62%
Bright and colourful backdrops. Blocky sprites with average animation.

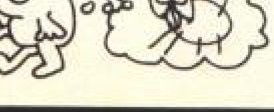
SOUND 60%
Basic sound effects and a funky title ditty.

HOOKABILITY 78%
Who'd turn down the chance of a good blast?

LASTABILITY 68%
Lack of variety might hamper long-term interest.

OVERALL 72%
An unexceptionally presented, but still pretty playable, blast.







SILKWORM

Random Access/Sales Curve, C64 £9.95 cassette, £14.95 disk; Amiga £19.95

● ***Dakka dakka!* KER-boom! *Nyyyyyowww!* and other such noises are yours when you play *Silkworm***

You know how it is. A few bevvies in the bar whilst you're watching the news and a report comes on . . .

TERRORIST ACTION ALL OVER THE CONTINENT IS INCREASING! THE ARMY NEEDS HARD TROOPS!

So you stagger out of the pub and sign up – after all you've got that Army Surplus helicopter that you tarted up. It's only two weeks later (when you get the call-up papers) that you realise what you've done.

'Don't worry,' says your mate, 'I'll bring me jeep'.

This hardly fills you with confidence, until you see that his jeep isn't just a little Suzuki 4x4, but an armoured vehicle with cannons and a missile launcher.

'Fair enough,' you think – and off you go . . .

First of all, the action takes place in the mountains, where small helicopters and ground based missile launchers attempt to blow you out of the sky. No problem – you and your mate just blow them away, picking up the energy emitted by the exploded mines to use as shielding, or shooting it to cause a smart-bomb effect.

However, when some bits of helicopter drift in and form a large *ABC Warriors* type gunship, the



▼ **Any minute now, it's going to be hot toes and burnt earlobes for you, matey** (Amiga)

I first saw the demo versions of Silkworm **just after Christmas and was impressed by how much of the arcade feel the programmers had managed to cram into the 64 and Amiga. Now the finished game is here, I can say that they've done the best conversion job possible. The graphics, especially on the Amiga, are really atmospheric and the sound effects (on both versions) are pretty hot as well – on the 64 you also get a great Ben Daglish soundtrack! What impresses me even more is that they've bothered to program in an extra alien especially for the Amiga – which means you get the equivalent of the arcade game and even more. This is one shoot 'em up you can't afford to miss.**



▼ **The Third Level sports some gorgeously coloured backdrops – but you won't have much time to stand and stare** (64)





ASSAULT HELICOPTER

< Used for air-attack on enemy emplacements
< Fires air to air/air to ground missiles
< Capable of double front-missile mode and extra manoeuvrability from collected pods
< Can be shielded by mine emissions
< Best control – joystick







Silkworm is one of those arcade games where you see it and think, 'oh, it's just a shooting helicopter game', but you soon get gripped by the frenzied blasting action and atmospheric graphics. I actually had no idea that the game was to be converted until I saw the demo version, so it came as a very nice surprise. The programmers have done a remarkable job on the home versions graphics, coaxing the utmost out of both machines to portray the action to the best effect. In fact, I'd say that some of the graphic effects on the Amiga are better than the coin-op! I haven't quite managed to finish the game properly, but I'm determined . . . so if you'll excuse me, I'm off for another thrash.



Silkworm isn't exactly the world's greatest coin-op ever but it *is* an absolutely brilliant conversion! The 64 backdrops are really pretty (the sprites aren't so exciting, though) and the Amiga graphics are practically as good as the original. But what really makes this so much fun is the all-action, fast and furious gameplay – especially as it's just as exciting to play on your own as with a friend. In fact, even if you're on your own, you get double the fun because once you've finished playing with the chopper, you can start all over again with the jeep! Unless you're into misery and deprivation, check this out.

tension mounts. A few well-placed blasts soon destroy it and a pod appears. You pick it up and find an extra barrel auto-mounted on your front cannon.

Just as you near the end of the canyon and think that safety is close at hand, the enemy rain on your parade by flying in a gigantic gunship that has to be blasted a good number of times before it explodes.

Next it's to the plains and other terrains. Oh, and if you thought that the big helicopter was bad, wait until you see the huge tanks and missile launchers, all of which have to be encountered before entering the metallic enemy complex!

Whimpers from terrified pilot.

▲ The end of Level Two: you won't destroy that tank by firing from up there, you know (64)



◀ If you think you can stand the pace, sign here – but make sure you've got a friend who can drive a jeep, 'cos otherwise you won't last long . . . (Amiga)

ATTACK JEEP

- < Used for ground attack on enemy installations
- < Fires ground to air missiles via movable turret and has a front-mounted cannon
- < Capable of twin ground to air missiles in 'spread' formation
- < Has the ability to jump which can be increased with pick-up pods
- < Can be shielded by mine emissions but can't collide with mines
- < Best control – keyboard

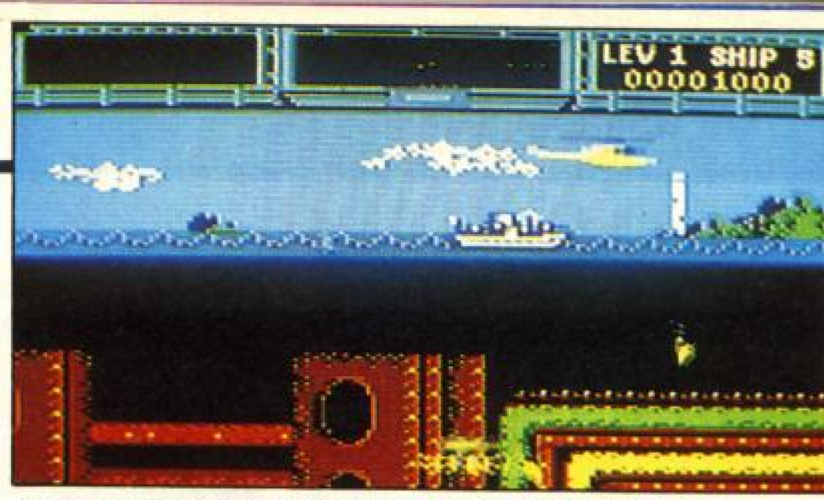
conversion factor

64		amiga
90%	**PRESENTATION**	93%
	Single player and team modes, double score tables and an excellently programmed Amiga multiload. The 64 one's pretty fast as well!	
74%	**GRAPHICS**	92%
	Excellently animated backdrops and sprites on the Amiga. 64 backdrops (with parallax) look good but the sprites themselves aren't overly impressive.	
83%	**SOUND**	80%
	Good effects on the Amiga, but the tunes could be more 'vicious' sounding. The 64 version has the added advantage of a Ben Daglish soundtrack.	
93%	**HOOKABILITY**	93%
	Gripping blasting fun from the outset.	
91%	**LASTABILITY**	90%
	Both versions are a little tough, and with over ten levels and two ways of playing, you'll be playing for ages.	
91%	**OVERALL**	**92%**
	A fast, frenetic and well presented shoot 'em up well worth a few shekels.	



ZZAP! 64/AMIGA

THE DEEP



▲ **With a bit more polish, better graphics and a little more variety, this could have been pretty good . . .**

US Gold, C64 £9.99 cassette £14.99 disk

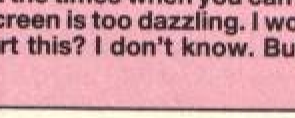
Oh, no. not another military takeover bid. Honestly, there's more coups (geddit?) round here than at a pigeon-fancier's club (mind you, who's going to admit to fancying pigeons? Erm, sorry). Strange thing is, they've decided to attack by boat this time. Must be getting a bit boring, running up and down beaches all the time, and the sand gets everywhere, in your socks, down your shirts, in your underpants . . .

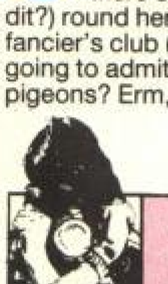
Mind you, we're not exactly overflowing with water-based defense craft around these parts. As a matter of fact, we've only got one boat, and that's only got depth-charges for weaponry. Still, I suppose we'll have to make the best of a bad situation, eh?

Worried yet? You soon will be. *The Deep* has you alone, in the middle of the ocean, battling against innumerable odds, with an old boat for transport and a supply of depth-charges for protection.

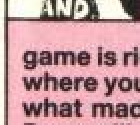
The game takes place over four stages. The first section has you collecting tokens from the seabed, whilst warding off the submarining sea-devils with your depth-charges, while the next two levels consist of blowing up large, underwater vessels. Stage four is a bonus stage, where you have to assist in the evacuation of refugees via a *Missile Command* type of game.

Completion of all four levels moves you back to a more difficult first level, where you can blow up more and more baddies. What more could a butterman want? (eh?)





Quick! Someone get me a sick bag! And no, it's not because of the startling realism of being in charge of a heavily armoured hydrofoil ship, battling against the might of an entire military waterborne assault party, intent on cutting short your little cruise on the high seas. No! It's because The Deep **is awful! No corner has been cut, no stone left unturned, in the quest to produce one of the tackiest shoot 'em ups ever. The graphics range from mediocre to defying-definition. From playing the game to writing the review, I've been wondering how – just how can a big, purple pancake blow up a ship? Well, that's exactly what one of the sprites looks like. And while this is going on, all you can hear is a pathetic explosion. Life on the ocean waves, eh? I'd rather shiver me timbers.**



Deary me . . . oh, sorry, you want me to say something more? Well, actually, there's not much more I can say. Except perhaps that the graphics are not very good, the sound is non-existent (apart from a rubbishy depth-charge explosion effect) and the game is ridiculously easy except at the times when you can't see where you're going because the screen is too dazzling. I wonder what made them decide to convert this? I don't know. But The Deep **still isn't that good.**

Chicago 30s



I really like that Elliot Ness gadgi, so I was well chuffed when Chicago 30's **dropped through the old letterbox. When I loaded it up, however, I wished it would pop right out again. The gameplay's a lot like** Robocop **but that's just about where the resemblance ends. The whole procedure is ridiculously hard from the word go – primarily because bullets appear from absolutely nowhere to knock you off before you start. Looks as though I'll have to wait for the official** Untouchables **conversion for a good gangster smash on the 64.**

US Gold, C64 £9.99 cassette, £14.99 disk

Guess what? It's Chicago and you're in the 30s. Life's just rolling along as usual: machine guns in violin cases, speakeasies, prohibition, ragtime – you know the stuff.

Meanwhile, Al Capone's been a naughty boy. The government slaps a ban on alcohol, and what happens? He opens a chain of nightclubs and sells the stuff on the black market at ridiculous prices. Of course the punters buy it, making Capone a rich man.

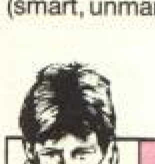
You play a streetwise undercover cop (you know, black hat, raincoat – the works). On the basis of information it's taken you months to collate, you've braved every possible danger and have finally managed to infiltrate uncle Capone's mob.

You're in there, so now what? Obvious really – you just deal out justice in the only way these thugs know how. In other words you depend on your wit, charm, manners – and a loaded machine gun.

▼ **'OK, woise goiys, listen up – dis game's great on da Speccy but not so good on da 64. Got it?'**



It's mostly footwork. On the other hand, being one of the city's finest, you also have access to a smart, unmarked police car, but only for short periods of time (smart, unmarked police cars tend



Well I'm not sure about the setting, but it feels like the *program* is about 50 years old! Flickery sprites with about three frames of animation, totally unrealistic sound effects, and an awful ragtime tune droning on and on and on is just about the sum of it. That coupled with the most basic of shooting games, makes Chicago 30's **a title that I wouldn't mind sending for a swim with concrete shoes on. But then I'm well hard, me.**



amiga

We've seen the Amiga version and apart from having slightly enhanced graphics and sound, it's pretty much the same tedious game. Don't waste your money on it.

update

PRESENTATION 54%
Less than in-depth manual and average front end.

GRAPHICS 23%
Flat cardboard sprites, some with very strange shapes, on gaudy, badly drawn backdrops.

SOUND 13%
Nothing, apart from an explosion effect, and that's not up to much.

HOOKABILITY 34%
Tacky graphics excite little interest even from the start.

LASTABILITY 23%
If you've played a couple of games you won't want to play any more.

OVERALL 38%
A very obscure arcade conversion it might have been better to leave alone.

to attract a lot of unwanted attention, you know).

There's a lot of thuggery going on down here, bud. Can you restore peace to a city, choked with lawlessness? Can you make the streets a safer, cleaner place for babies to play in? Will you still be around for old grannies to thank and kiss at the end of the day?

Sure hope so, 'cos the house prices round here have really started to fall!

PRESENTATION 65%
Atmospherically film-like, with an audience at the bottom, and a little man playing the piano.

GRAPHICS 42%
Basic sprites with little animation. Bland, repetitive backdrops throughout.

SOUND 39%
A droning ragtime tune and simple shooting effects.

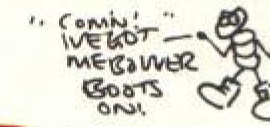
HOOKABILITY 49%
Off-puttingly difficult from the start.

LASTABILITY 39%
Very shallow gameplay and high difficulty setting quickly kill off any lasting interest.

OVERALL 42%
A bland and overly difficult gangster jaunt.



Vigilante



US Gold, Amiga £14.99

It gets worse doesn't it? I mean, you go down the pub for a few bevvies and you get psychopath skinheads accosting you saying things like 'I saw you bad mouthing me' when you weren't even talking to them. That's when you get a smack in the face. Usually, it gets you a bit wound up but you can ignore it. This time, however, they've just gone too far.

You'd only nipped out to the lav for a second and when you come back they've nabbed your girlfriend, Madonna! Well, this calls for immediate action. Off you run into the street to give chase.

Unfortunately, at this point you discover that all the town's skinheads are in one gang and they're all trying to stop you from reaching Madonna. No sooner do you step on the pavement than a string of thugs rush at you. You swiftly get rid of them by punching and kicking them over. Oh, sorry didn't I mention that you're a Martial Arts expert? Well, now I have.

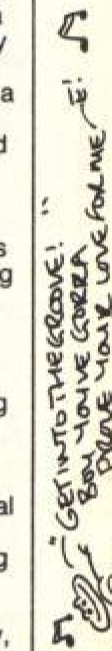
There are quite a lot of skinheads around, so it's lucky for you that other fighting type people have dropped Nunchukkas on the pavement for you to use. WHAM! Ooops! A skinhead punches you in the face and you lose your weapon.

Eventually you see the van that the gang have stashed Madonna in, but it's guarded by a big nasty looking brute that takes some beating before he'll lie down like a good boy, allowing you to follow the van to the skinheads' junkyard hangout. Here you must wend your way through wrecked cars, fighting off the skinheads. At the end of the yard two mean brothers somersault all over the place trying to stamp on your head.

Once these bad sons of . . . er . . . you know . . . have been dealt with, the van speeds off again across the city bridge, along which the skinheads race their motorbikes.

Next is the fairground scene with you battling through a carnival scene to get to the construction works, where you must walk along the girders belting the thugs to rescue the fair Madonna (hasn't she dyed her hair dark now? Sorry, bad joke)

And after all that, you can return home and let your hard-man espadrilles cool down.





On first sight, the arcade version of Vigilante **seems far too difficult – after a few goes, however, you soon get into the swing of things. The Amiga version on the other hand starts off incredibly difficult and stays that way. It's hardly fair that the enemy characters move about four times as fast as you so that you can only shuffle along the pavement a couple of steps before several hard men clatter into you. This wouldn't be so bad if the defensive moves were a little more accessible, but after mashing the joystick around for ten minutes I still couldn't get a sensible move out of the thing. It's shame really, as it could have been brilliant, but it isn't – it's just all right.**



▲ **Are you man enough to rescue Madonna? Or will you just run away because you didn't like her songs in the first place?**



Well, I disagree with Maff on this once, since I found the conversion of Vigilante **to be very close to the coin-op original. The graphics are pretty accurate, if a bit small and squat, and the sound more or less mimics the arcade version (ie, not very much of it, and that limited to *yaaa* and *ouf!*. As for the gameplay, the joystick handling and the logic on your opponents has been tweaked a lot since the first version we saw, and the whole thing isn't as hard as it was. It'll still take you a long time to complete the first couple of levels, but it's definitely worth persevering; and if you were a fan of the coin-op, you should take a look at this – particularly at that brilliant price.**

conversion factor

PRESENTATION 48%
Nice title screen, but no options and a poor loader.

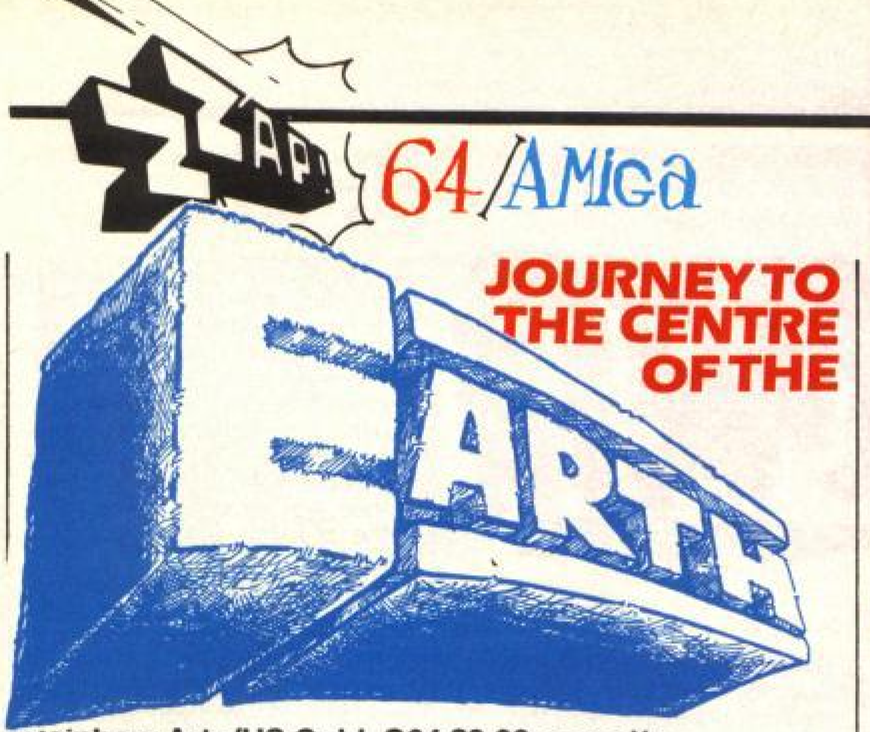
GRAPHICS 81%
Nicely detailed sprites and backdrops with adequate animation.

SOUND 74%
A decent enough tune plays throughout and the effects are well done – if a little repetitive.

HOOKABILITY 72%
Hard right from the kickoff.

LASTABILITY 65%
You'll either persevere and really enjoy it or throw the joystick down in frustration.

OVERALL 77%
A good conversion of a reasonable fighting game – for the price, check it out.



JOURNEY TO THE CENTRE OF THE EARTH

Rainbow Arts/US Gold, C64 £9.99 cassette, £14.99 disc; Amiga £24.99

The time is the late 19th century. After many months of being feared missing, a group of explorers, led by the eminent Professor Lidenbrock, return to civilisation.

In front of hordes of bustling pressmen, they relay to the world that they have just returned from a quest to a completely new country. What makes their story so difficult to believe is their claim that this country does not exist on the Earth but lies inside its very core.

Of course, being the cynical bunch that humans are, their story is dismissed as lies. Well, would *you* believe it? Erm . . . well you would actually. 'Cos this is the bit where you come in.

You see, a handful of people have speculated for some time that such a kingdom actually exists. You (probably because a brick fell on your head when you were six) are one of these people. Approaching Lidenbrock, you put to him the proposition of returning to this underground world with you in tow. After some hesitation, he actually agrees, and begins preparation for the journey.

The date of the expedition arrives, and you set off for Iceland, and the volcanic mountain Sneffles (Sneffles?), where the quest is to begin. The game starts here.

Choosing one of four characters, you descend into the volcano and, with the aid of a map left by a previous explorer, enter the depths of the Earth's core. There's danger everywhere – rockfalls, stampeding mammoths and vicious pterodactyls (no relation to our own Herman, of course).

Action sequences which involve dodging and avoiding these dangers intersperse an analysis screen. Direction arrows let you explore the surrounding area (info comes back in messages – you don't get to see anything) and you can adjust your daily food and water supplies, use your first aid kit, set sleeping times and make use of rock analysing equipment vital in plotting you course further into the Earth's crust.

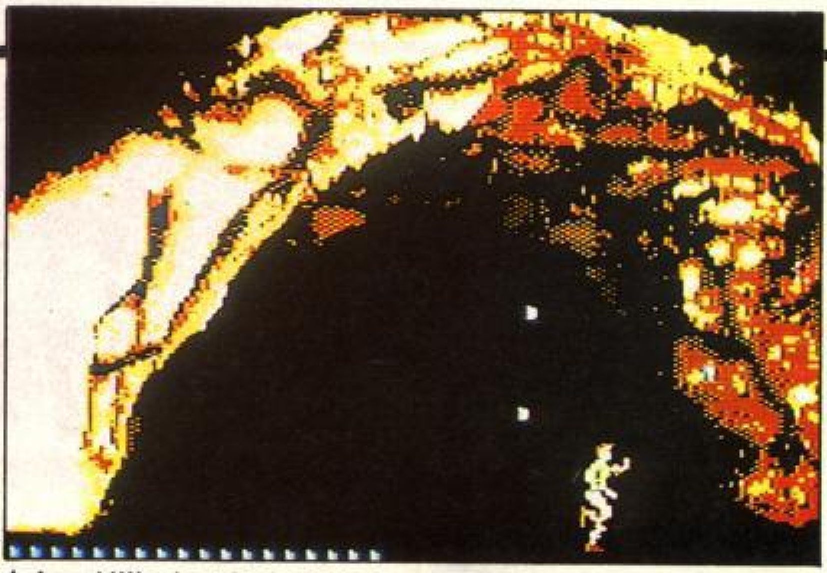
Success in your journey will lead to untold fame and riches. Failure will mean death, thousands of feet below ground. And we don't want that now, do we Eric?



Aaargh! Help! It's Around The World In 80 Days **come back to bore me to death. Eeek! Just when you though it was safe to come back out of the cupboard, they've come up with another of these interesting-sounding exploration games. Thing is, that's all they do –** ***sound*** **interesting. When you actually get down to it, all there is to the magical underground journey is a bit of dodging, a bit of watching a static screen and (on the 64) ages waiting for a really mind-numbing multiload. If you really want to make it to the Earth's core, get a shovel and start digging – it'll be a lot more fun.**

▼ **A balance of strategy and arcade skills is required if you're going to meet those dinosaurs at the centre of the earth** (Amiga)





▲ **Aaargh! Watch out for those falling rocks! *(Thud!)* Too late . . .** (64)



Most of this fantastic journey is just spent staring at a basic map and when one of the sub-games does decide to appear, it's just a case of dodging left or right to avoid ¼e oncoming 'perils'. At least the Amiga game looks and sounds nice . . . Of course no one expects the 64 to match up to that, but that's no excuse for gaudy colours, blobby sprites and abysmal sound effects. What hammers the final nail in the 64 coffin is the horrendous multiload. Brilliant idea that – to load in each message for every room separately! I really enjoy spending 50% of my playing time waiting for the disk. (Irony warning).



While the Amiga version of Journey To The Centre Of The Earth **abounds with very good digitised stills of caverns, as well as a generous smattering of effective sampled sound effects, the C64's game is a mixture of really weird blobs of colour and basic sound. What the two programs do have in common, though, is the gameplay. There just aren't any long-term lasting qualities here. The majority of the game is spent pressing one of the direction arrows, hearing some footsteps, and reading about the surrounding area. Hardly epic material, is it?**

64		amiga
30%	**PRESENTATION**	53%

Simple to use icons and basic controls in the sub-games. Both versions have poor multiloads – the 64's being easily the worse of the two.

64		amiga
23%	**GRAPHICS**	49%

While the Amiga has some pleasant digitised pictures, the C64 version is a mass of strange shapes and colours. Arcade sequences in both games are poorly defined and animated.

64		amiga
28%	**SOUND**	48%

Sampled effects on the Amiga, but disappointingly basic sounds on the 64.

64		amiga
39%	**HOOKABILITY**	60%

Both versions are easy enough to get into, although the 64's loader will put many off from the beginning.

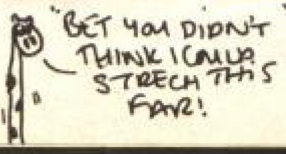
64		amiga
28%	**LASTABILITY**	39%

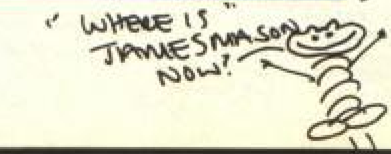
Boredom soon creeps in, because there's practically nothing to do.

64		amiga
20%	**OVERALL**	**36%**

A poor attempt at transforming an unusual subject into a computer game. It doesn't come off.





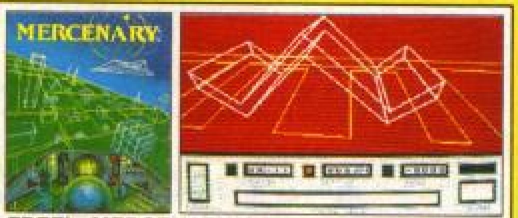


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REALM OF THE TROLLS

Rainbow Arts/US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

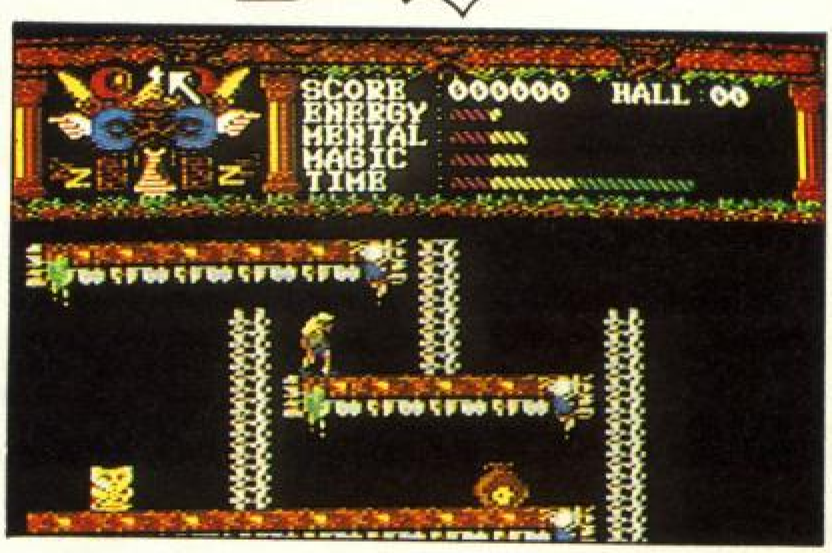
No-one's ever satisfied, are they? There you are, half of the known civilisation under your people's control, and what do they want? More, that's what. Greedy lot.

'Go and hassle the trolls a bit', you're told. It's all right them saying that – they're not the ones who are going to get badly beaten about the head and neck, lost, cold, wet and generally not very happy, thousands of feet under the ground, tramping through unknown, unmapped troll-infested caverns.

But, they're the bosses. And anyway, you'll have a little bit of help. Yep. Your scientist friends have very kindly kitted you out with a clever little matter atomiser jobby, to destroy the very fabric of the earth (only little bits, mind). And you do have your handy magic bolts for protection.

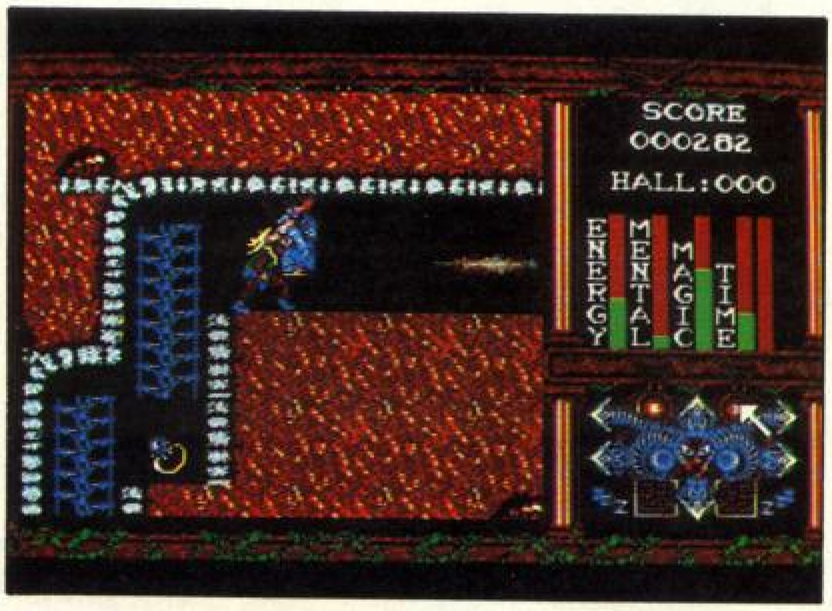
So, get yourself into that telepod, set the right co-ordinates (no beaming yourself to some nice, sunny beach), and do the business of sorting those little brown devils out.

(N.B. There's a construction set included in the game as well, if things start getting a bit tricky, and you just want an easy life! Damn, that bit doesn't go with this story very well.)



▲ ***Realm of the Trolls*** **is another game which reflects the topsy-turvy quality of German software** (64)

▼ **Cutesy graphics characterise the Amiga version; but the platforms 'n' ladders action is much the same . . .** (Amiga)



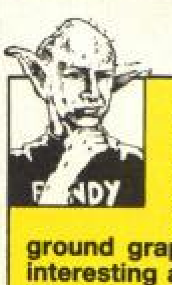


Whatever else it might do for you (and we'd better not go too much further into *that*) nobody can say that Realm Of The Trolls **pushes either Commodore to its limits. Forget involved gameplay, exciting graphics and brilliant soundtracks 'cos if you start thinking too much about that sort of thing, you'll make yourself ill. So if it hasn't got all of those things, what exactly has it got? Bit of climbing, bit of collecting, bit of shooting and that's it. Not much to show for your 10 or 25 quid. In fact, I just can't stop myself thinking of all the other things you could buy with that sort of cash . . .**



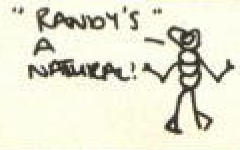
Realm Of The Trolls **is a real 'love it or hate it' game. Basically, if you can't stand levels and ladders, you won't like this. The biggest pull** Realm of the Trolls **had for me was the brillo music at the beginning. Unfortunately, the C64 version has nothing in the way of music – bit disheartening, I thought. Still – there are some well-drawn sprites kicking around the dungeons and though the backdrops are all black, they create a sort of dark, suspense-filled atmosphere. The construction set helps prolong the game's life, too. If you're dead against platform games, you'd be well advised to steer clear of** Realm of the Trolls**, or at least get a good look at it beforehand. Otherwise, buy it, but don't expect too much.**





I didn't think I'd go a bundle for Realm Of The Trolls **before I saw it but though I'm not exactly mad keen on platform games, I found it quite a good laugh, for a while. One thing I was rather pleased with was the general presentation of the game itself. While background graphics are a tad on the dreary side, there's some interesting animation on the main character and the troll baddies, as well as a lot of nicely drawn objects to collect on the way and add to your score. There's a meaty, beaty tune on the Amiga loading screen, which compensates for the dreary game effects – mostly strange whoops and whizzes (sampled on the big machine, not so sampled on the little brother). As with the vast majority of platform games, you are bound to get a bit sick of playing after some time but there is the built-in construction kit which lets you rip the game to pieces and put it back together should you get a bit bored.**

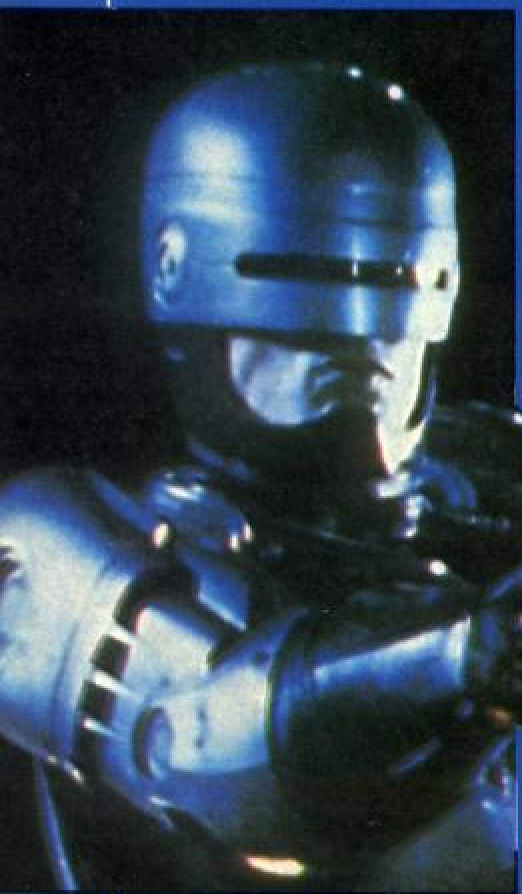
64		amiga
90%	**PRESENTATION**	**91%%**
	Joystick or mouse controlled on Amiga. Loads of options (including contest for up to 8 players and save game) plus construction set on both formats.	
60%	**GRAPHICS**	**61%**
	Imaginative, well-coloured sprites make up for drab, lifeless backdrops.	
47%	**SOUND**	**52%**
	Impressive loading screen music on Amiga (not so impressive on the 64) but in-game effects are disappointing.	
51%	**HOOKABILITY**	**56%**
	Take away what frills there are, and it's just another platform game.	
59%	**LASTABILITY**	**62%**
	There's magic, hitting people, and a construction kit to keep interest from waning.	
60%	**OVERALL**	**58%**
	A fun but fairly average platform game which won't be everyone's cup of tea.	



ZZAP! 64/AMIGA

SIZZLER

ROBOCOP



Ocean, Amiga £24.95

● I'd buy that for a dollar – or even 25 quid!

Come on, do I really have to tell you the plot of the film? Is there anyone out there who hasn't actually *seen* the film? Well, I know one . . . or maybe two . . . OK, OK!

Alex Murphy is a cop transferred from a pretty safe area to the dangerous Old Detroit precinct. On his first day out, he is brutally murdered by a gang of bank robbers and left a physical wreck.

Meanwhile, the powerful OmniConsumer Products – the company that runs the police in Detroit – are due to build a new complex named Delta city. With huge robot guards (Enforcement Droid 209) being used to keep the peace. However, at a meeting of OCP officials, the ED-209 prototype malfunctions and kills an executive.

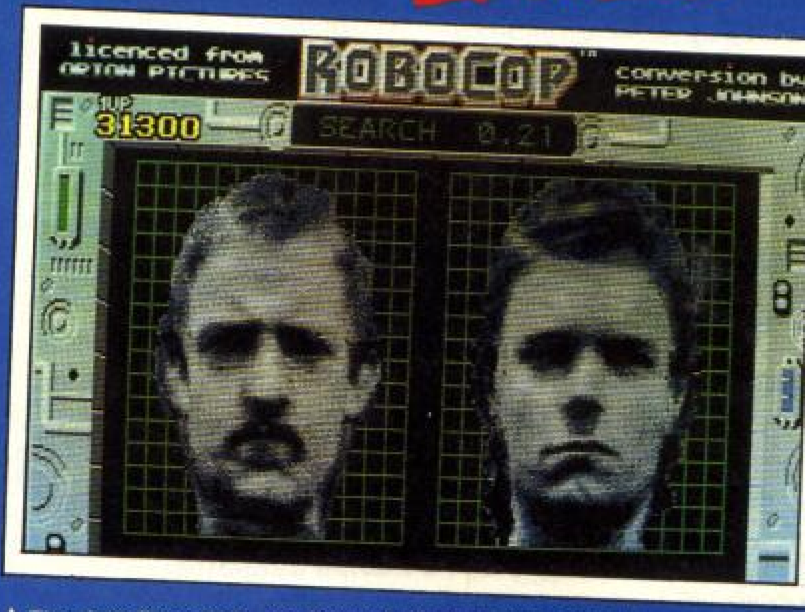
Bob Morton steps in with his plan – to use newly-killed cops in robot frames for better efficiency. Thus the *Robocop* program is started, with Murphy being virtually brought back from the dead and placed in a robot body.

You play the part of Murphy in his quest to clean up the streets of Old Detroit. The action begins with him walking along the streets fending off attackers with a well-aimed punch or two.

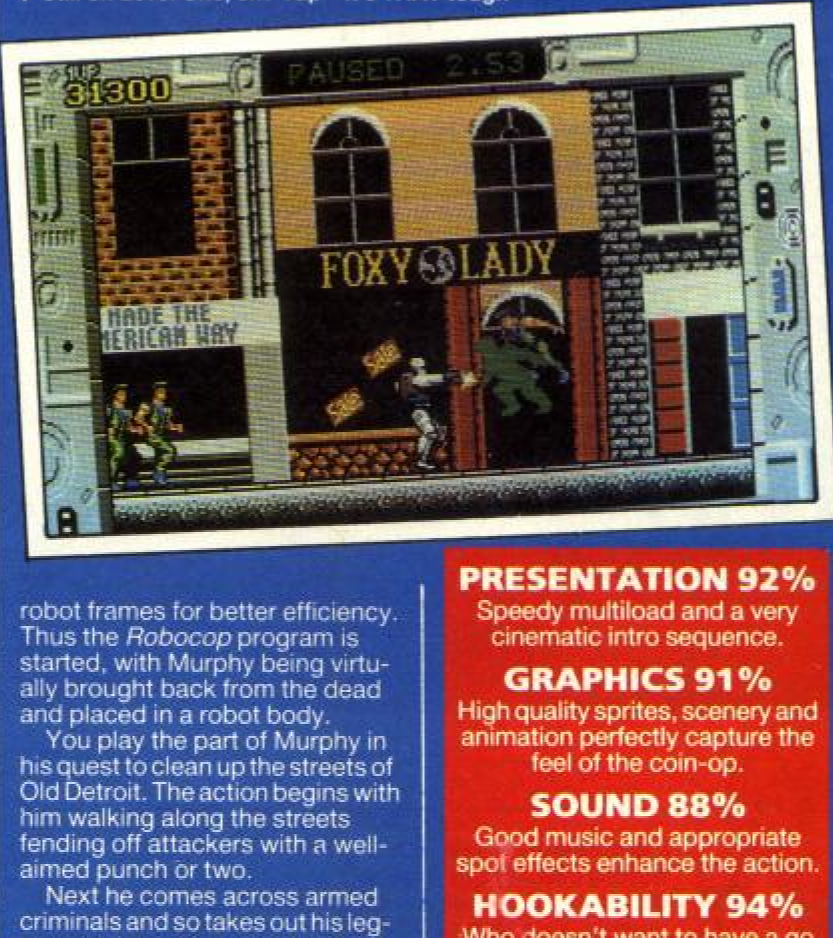
Next he comes across armed criminals and so takes out his leg-mounted machine-pistol to fight his way along. The end of the level pits Robocop against a biker which has to be punched off his mount to be destroyed. Somehow that biker looks familiar . . .

Not that he's got time to think about that. There's a vicious ED-209 right in front of him and Murphy's got to get rid of him before he can go to the photofit screen to identify the biker (the one he took out before, remember). When he finds the ID, the face is linked with the murder of one Alex J Murphy. The memories begin to stir . . .

The information leads him to a warehouse where the gang that killed him hang out. Here he learns of the corruption in the OCP company, one thing leads to another (like several levels later) and he ends up at the OCP building for the final confrontation. Round of applause, please.



▲ The photofit section – you have a limited amount of time to correctly match up the face on the left with that on the right



▼ Still on Level One, eh? Yup – it's THAT tough



He's mean, he's tough, he's made of metal and he walks just like he does in the movie – oh yeah *and* the coin-op, of course. In fact, it looks, plays and feels *a lot* like the arcade machine, even though the gameplay itself isn't exactly the same. The graphics are slick, the action is tough (when I say tough, I mean really tough) and the strategy and arcade elements really work together well. The heads in the photofit section are digitised which makes fitting them together a realistically creepy affair. Fancy blowing a few namby pamby criminals away and throwing together some grisly looking chins and ears? Right then, shove loads of baby food into your mouth, start practising the robotics and rush out to your friendly software dealer NOW.



The actual film Robocop is one of my all-time favourites and the coin-op managed to capture a lot of the atmosphere of the movie. The Amiga version does pretty much the same thing – starting with the intro sequence and followed by the accurate arcade-quality graphics of the game itself. Rather than going for an all-out conversion, Ocean have gone for a 'half and half' format combining the best bits from the arcade version and adding strategy elements. The game is tough and will take some completing but rather than a chore, I'm sure that it will be an enjoyable experience. See for yourself – buy Robop **today!**

PRESENTATION 92%
Speedy multiload and a very cinematic intro sequence.

GRAPHICS 91%
High quality sprites, scenery and animation perfectly capture the feel of the coin-op.

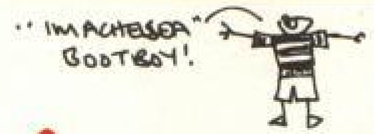
SOUND 88%
Good music and appropriate spot effects enhance the action.

HOOKABILITY 94%
Who doesn't want to have a go at being Robocop?

LASTABILITY 90%
Extra-tough action is designed to keep you glued to your 'stick.

OVERALL 92%
A great adaptation of the coin-op. It's not the same, but it's just as much fun.





Gary Lineker's



Gremlin, C64 £9.99 cassette, £14.99 disk

Poor old England haven't been having the best of times, lately, have they? One of the culprits responsible for the demise of our once great soccer establishment is a certain Mr Lineker, so it seems like a spot of bad timing on Gremlin's part to put out a game advertising young Gazza as 'England's top striker'. Oh well . . . let's get on with the review.

Gary Lineker's Hotshot! is yer average, honest-to-goodness footer game. Played from a birds-eye view, in much the same way as *Microprose Soccer*, you must kick, dribble and hack your team through the Football League, your goal (geddit?) being to reach the top of the First Division.

All the usual footballing features are here: overhead kicks, throw-ins, headers and that most despised species – the referee. Yep, he's here as well – ready to give you a good ticking off when you foul someone.

On loading, you are greeted with a comprehensive options menu, allowing you to alter the make-up of your game: picking players' shirt colours, choosing colour and style of the pitch (either grass or astroturf) plus deciding on the length of the match and the division you wish to begin in.

So, pull the boots on, get out there and – who knows? – you may be in line for the next England manager's job. (Well, someone has to be, don't they!)



Aaaargh! Footy games are fast catching up on the shoot 'em up in terms of quantity. While Gremlin's effort isn't what I'd call a classic, it's certainly not the worst. Graphics are a little on the jerky side, and the pitch is a bit bland, but the players are fairly well defined, and run about quite realistically. There are a lot of options, and all the moves you'd expect in a footy sim are here – I personally like the way you can kick the other players in the shins, and get away with a silly card. Great fun! What we have here, then, is a basic footballing game, and that's that. While not in the same league (ho, ho) as Microprose Soccer **or** Emlyn Hughes, Hotshot! **is a competent enough kickabout – and it's a lot warmer than the real thing.**

AVAILABLE MOVES

KICKING – including flick and overhead kick. Select power of shot on power bar.
TACKLE – fire and you'll go straight into a sliding tackle.
DEFLECTION – may rebound off or be controlled by the player. Applies to post and crossbars as well.
HEADER – in the direction the player is facing.
THROW-INS, CORNERS, GOALKICKS – select direction and kick.
FOULS, FREE KICKS, PUNISHMENTS – if a player fouls repeatedly, he may be booked and/or sent off.

OTHER GAZZA GAMES

Gary Lineker's Footballer Of The Year – the boardgame
Gary Lineker's Super Soccer – 74%, Issue 34
Gary Lineker's Super Skills – 59%, Issue 45



OK, OK, I admit it – I was the kill-joy who didn't think as highly of Microprose Soccer **as the rest of the known universe seemed to. I just found it a bit silly, that's all. Saying that, though, it was an outstanding piece of programming, and there were bound to be pretenders to its throne. Which is where** Gary Lineker's Hotshot! **comes in. Up until now, I've not thought much of Gremlin's Lineker tie-ins, so it came as a surprise to find myself enjoying this one. It's not the best I've seen, and it's very much in the** Microsoccer **mould, but it's pretty passable as a football game, though maybe a tiny bit slow. There's a detailed front end, which is pretty important in a footy game, though some of the options are a bit strange. Who wants a blue pitch anyway? Not the greatest football sim ever, but still a lot of fun.**

'Paul Rand is RUBBISH at footy'

▼ Just some of the phrases heard in ZZAP! Towers this month: 'Go get 'em Gazza!'; 'Gazza Linner bites yer legs'



amiga

An Amiga version with graphical enhancements is planned, and should be available around June for £19.99

update

PRESENTATION 75%
Loadsaoptions and pleasantly laid-out in-game display.

GRAPHICS 54%
Slightly jerky scrolling and basic pitch, but clearly defined and well-animated players.

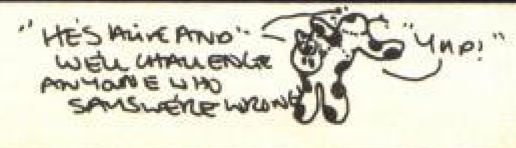
SOUND 37%
Basic tune and effects.

HOOKABILITY 70%
Great if you like football.

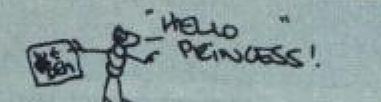
LASTABILITY 52%
Interest could wane as it's a bit too easy to win.

OVERALL 53%

A poor man's *Microprose Soccer*, but not too bad at that.







WAR IN MIDDLE EARTH

Melbourne House, Amiga £24.99

●Frodo, Pippin and Merry sort out their tactics in glorious 16-bit

When JRR Tolkien wrote his chronicles of Middle Earth, he wasn't simply creating a legend, he was generating a whole new world – a parallel civilisation, where men exist amongst elves, dwarves and hobbits and where the enemy isn't a fellow race, but the force of evil itself. Where magic works and decides the fate of the populace.

The beginning of this story isn't exactly earth-shattering. A hobbit burglar, by the name of Bilbo Baggins, tricks a pale-faced creature called Gollum out of a small, golden ring. This ring just happens to be the most powerful magical artifact on Middle Earth. Sauron, the ultimate evil force, had attempted to use it in a bid to take over Middle Earth but his plan failed and the ring was lost – until now.

The only way to ensure that its powers aren't used for evil again is to throw it into the crack of the volcano, Mount Doom. Unfortunately, Sauron has since got wind of the ring's discovery and has sent out his ghostly messengers, the black riders (or Nazgul) to find and retrieve the ring which is now in the possession of Bilbo's nephew, Frodo.

And it's as Frodo that you're charged with the mission of carrying and ultimately destroying the dangerous jewel.

Play is divided into three map-based sections. The main map shows the whole of Middle Earth, with units under your control shown as flashing dots. Using icons, you have the power to move the units, be they individual characters or whole battalions, by means of the second playing area.

This is a blown-up version of the first screen, showing the main map in more detail. As it covers several screenfulls of information, you use the mouse to scroll from location to location.

When meetings between characters or armies occur, the third playing area is utilised. This takes the form of an animation screen which displays the characters themselves as they interact: chat, rest, collect objects and fight. Further icons and menus (giving you a selection of possible fighting moves, for example) appear as your choice of action makes them necessary.

Much of your strategy will involve proving yourself to other forces of good and getting them to trust you. At the start of the action, the map is brimming with large numbers of potentially helpful people which you haven't yet got the power to control. Until you've taken them objects which prove your allegiance to the cause, they won't be interested in offering any aid.

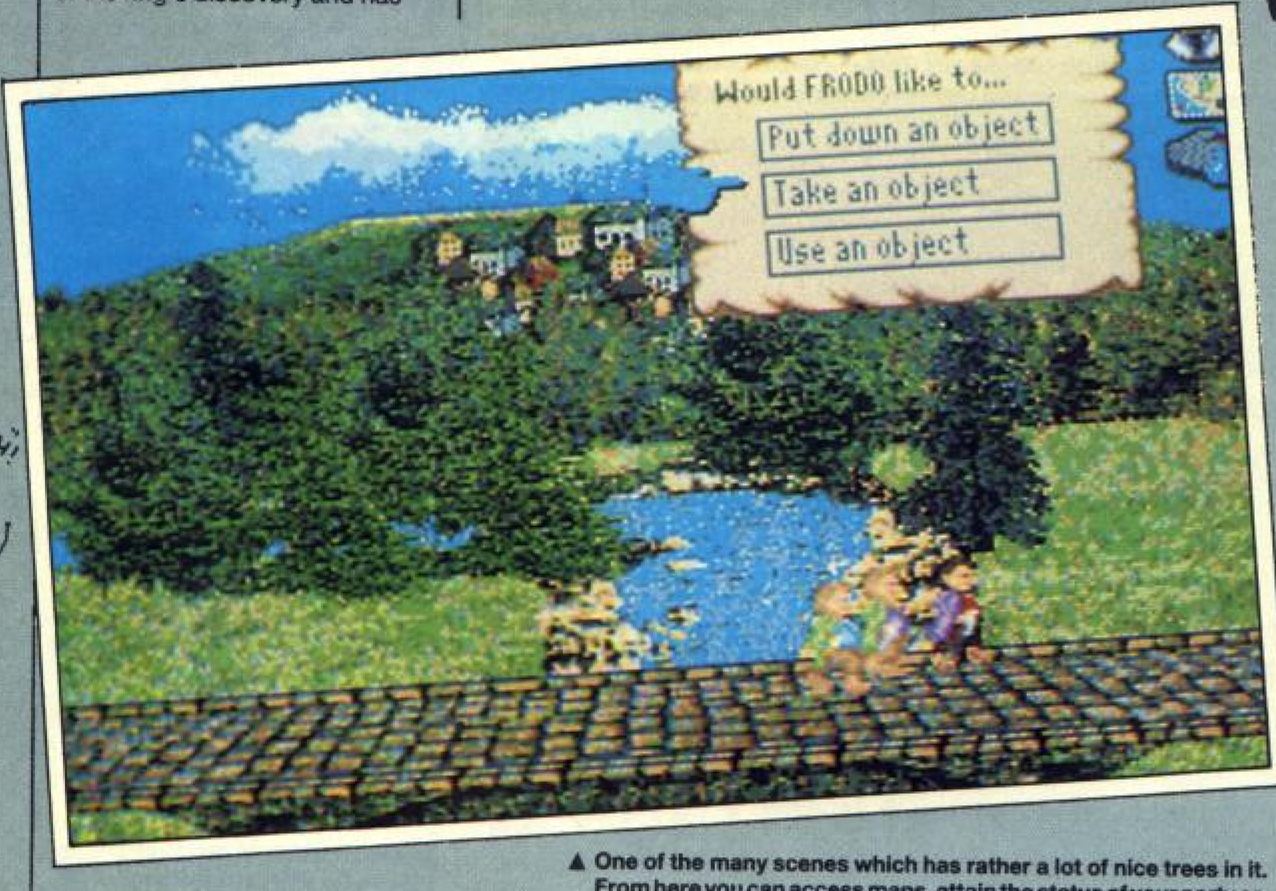
There are an almost infinite number of ways to complete *War In Middle Earth*. Are you hobbit enough to try them out?



▲ Looks like there are one or two interesting things going on down there – I think it's time to investigate!

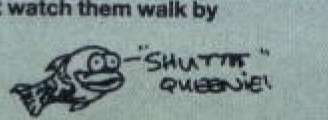


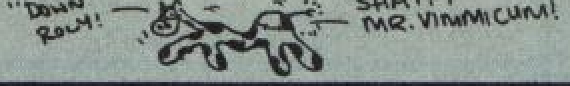
I'm glad the latest adaptation of Tolkien's works wasn't another adventure because, fun as they may be, they don't have much scope for continued play once you've finished them. Which can't be said for War In Middle Earth: it might not be impossible to complete, but there loads of different ways to approach the game so you'll be playing for ages to come. Every little thing you do affects the eventual outcome, and a silly move, like forgetting to go to Rivendell for the rest of the Fellowship, could (and usually does) spell bitter defeat later on. The programmers have definitely made the most of the animation screen with lots of well-implemented touches such as characters limping if they've been wounded in battle! As long as you're not a totally way-out joystick junky, give this a really good go.



▲ One of the many scenes which has rather a lot of nice trees in it. From here you can access maps, attain the status of your party or just watch them walk by







Can't say I was mad keen on the 64 version of War In Middle Earth**, but I was impressed by its good points – especially the way it manages to coordinate everything and still stay fast enough to be playable. Well, the Amiga version's just as playable and it's got loads and loads of good points. The best thing about it is that it manages to combine different elements of strategy, adventure and arcade action and still come across as a really gripping wargame. It really manages to capture the atmosphere of the book: the struggles, the agony of defeat and the jubilation of victory. The graphics are of a high standard, especially on the animated screens and sound is admirable. They also make this a lot more accessible to people (like me) who wouldn't go out and buy a more traditional sort of strategy game. In other words – it's dead good. Go out and buy it.**



I'm not a staunch strategist, but I thoroughly enjoyed War In Middle Earth**. Its sheer depth is just incredible! With the amount of events happening at the same time, the whole thing must really eat away at the computer's processing power. Everything is presented in a neat and concise way, from the informative and entertaining manual, to the uncluttered screens, to the limited icon use needed to carry out orders. Graphics are well above average (pretty unusual for a game of this type) with some lovely landscapes on the animation screens. And as if that's not enough, there are a veritable host of smashing tunes and effects that capture the game's atmosphere almost perfectly. You don't deserve an Amiga if you miss out on** War In Middle Earth.

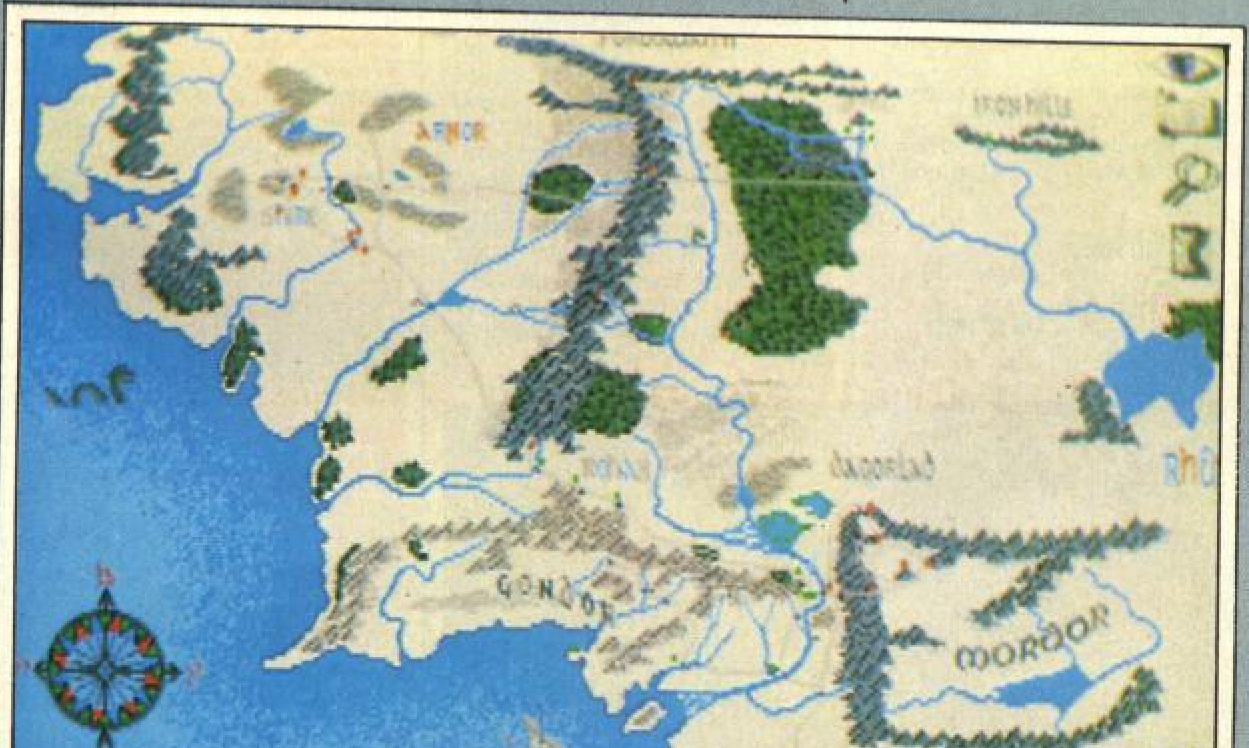


▲ 'Is that Gandalf? D'you know how long we've spent looking for you, mate?'

ICONS

- Gives status of enemy and units under your control.
- Flick from animation section to orders screen, and from there to the main map.
- Gain a closer peek at the unit selected.
- Alter the rate at which game time passes.
- Move the chosen unit to a specified location on the map.

▼ Here it is, spread out before you – Middle Earth in glorious Technicolour



PRESENTATION 92%
Useful and entertaining instruction manual, with loads of information on people, places, strategy, etc. Well laid-out screens and very simple icon control.

GRAPHICS 79%
Detailed but easy to follow map screens. Colourful animated sprites against beautiful backdrops.

SOUND 73%
Masses of atmospheric tunes and effects – some of which are sampled.

HOOKABILITY 92%
Everyone loves the theme of the game, and it's just sooo easy to get into.

LASTABILITY 90%
A large number of possible strategies should keep you engrossed for a very long time.

OVERALL 93%
A superb game, which fully captures the spirit of the original novels. Do not miss it!



ZZAP! 64/AMIGA

BALLISTIX

Psyclapse, Amiga £19.95

Cor! I used to love playing *Crossfire* when I were a nipper. I had me tacky plastic gun, me little metal balls, and me magnetic puck thingy. Bang, bang, smack the puck off the side of the board, into the other player's goal – eee, t'were grand. And when that got boring, we used to fire the balls at each other . . . (don't try this at home, kids)

Playing against the computer or a friend, your aim is to score three goals before your opponent does. That's avoiding such hazards as pinball bumpers, speed up arrows, tunnels and ball splitters (ouch!), of course. Pity you can't fire the balls at other people afterwards, though. (*Shuddup, Randy* – Ed).

" I liked "The Land That Time Forgot!" "

" Nah! The sequel waz better! "


RANDY

Games like this are made for two people! Don't get me wrong – Ballistix is still great fun as a one-player game, but it does get repetitive after some time. Graphics are nice and detailed, and the balls move around very smoothly; there are some great sound effects and a touch of atmospheric speech as well, but the title track is a bit weedy. Still a fab game, though, which I definitely recommend to Crossfire **fans.**



▲ Shades of *Speedball* in everything but addictiveness


GORDO

When you see this for the very first time you think 'ah, Speedball**'. Actually, it's nothing like it. It's practically the same as that old** Crossfire **boardgame, in fact. And while it's enjoyable for a while, play (just bouncing balls off a puck, into a goal) begins to get samey after a bit. It's nicely presented – with a big list of options – and sports some pretty graphics and clever sound effects; the title tune is very reminiscent of demo music, though! Fun for a while, but gets boring as a single-player game.**

64

A 64 version is planned, though it's still under development and won't be released for a few months. Prices will be £9.99 and £12.99

update

PRESENTATION 82%
Lots of useful options, two-player game, tidy screen display and small but useful game manual.

GRAPHICS 84%
Atmospheric backgrounds and well-defined sprites which move around cleanly.

SOUND 65%
Great effects and speech but slightly iffy title track.

HOOKABILITY 81%
Easy to learn, and quick to get into.

LASTABILITY 67%
Not much long-term fun for one person alone.

OVERALL 77%

A fun, accurate computer version of the old but popular boardgame, best suited to two players.

GOLDRUNNER II

Microdeal, Amiga £19.95

Life's been canny quiet since your grandfather, the original Gold Runner, defeated the evil pirate empire 50 years ago. Feet up, watch the telly, and let robots worry about keeping baddies at bay. Luvly.

One night, though *(cue scary wooeeeooo sounds)*, those naughty pirates sneak in and pinch the robots, while they're turned off getting recharged, carting them off to bases up in space.

So off you blast to sort those blokes out, and get the robots back to safety. Failing that, just blow them up.

Easy, eh? Glad you think so!


MAFF

My, there's been a lot of vertically scrolling shoot 'em ups knocking around lately, hasn't there? Some are really good and some are ace: GoldRunner II lies somewhere in the middle. Although there's no real advancement over the prequel, it is fun for a while (everyone likes a good blast). Some of the graphics are a bit small, though the backdrops are nice, with interesting pictures of the Mona Lisa 'n' stuff. Slightly aggravating music and run-of-the-mill speech and effects keep up the aural side of things and add some atmosphere to what is basically an average blast.


RANDY

The big cafuffle about GoldRunner **was the nippy vertical scrolling, so it comes as little surprise to see the same on the sequel. Actually, most of** GoldRunner II **is similar to its predecessor: the sprites look the same, the backdrops look the same, the sound effects sound the same – they've even used the same spaceship on the box! I did find the game enjoyable for a while, but then (as with most shoot 'em ups), it started to get terribly samey. If you like hard blasters, or were really hung up on** GoldRunner**, then check this one out. Otherwise, grab a glimpse first.**

▼ ***GOLDRUNNER! (crackle crackle) doo-bee-doo GOLDRUNNER!.***
Oh no – that was the OTHER game, wasn't it?



PRESENTATION 78%
Clear, colourful screen display. Informative packaging and manual. Neat pause mode and in-game hints.

GRAPHICS 70%
Tidy backdrops and very fast vertical scrolling. Some of the sprites are a bit on the small side, though.

SOUND 63%
Average tune and effects which can be switched off. Some slightly irritating speech as well.

HOOKABILITY 65%
Great fun, if you like fast-action shooters.

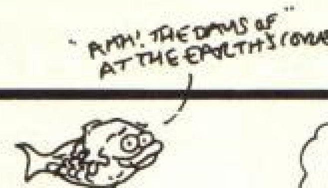
LASTABILITY 64%
16 levels of increasing difficulty but you soon realise it's all been done before.

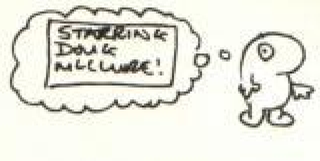
OVERALL 64%

Not much of an advancement over the original, which has aged a bit itself.



"DOUG McCLURE" – WOULDN'T STAND FOR THIS!





F-14 TOMCAT

Activision, C64, £14.99 disk only

Wanna do a Tom Cruise? Yes? Well, jump in your F-14 Tomcat fighter jet, and shoot off to the Top Gun Naval Fighter Weapons School, 'cos *F-14 Tomcat* is the latest in the long line of jet combat flight simulators to hit the streets.

Designed with the arcade buff in mind, as well as hard core sim freaks (stay cool, man), the game gives you the chance to defend America against hostile forces across the globe in any of 80 separate scenarios. Just you and the Navy's F-14 out there, saving the skies. Hard or what?

Controlling the world's most powerful carrier-based jet combat fighter is no easy task. Thankfully, *F-14 Tomcat* doesn't hurl you right in at the deep end. Your first two tours of duty are carried out in the Navy's jet fighter simulator, giving you the chance to show the Admiral exactly what you're made of (jelly), before earning your wings and playing the game for real.

Nobody lets you near a plane though, till you've embarrassed yourself trying to pass a rigorous identification test designed to determine your knowledge of the hardware under your control. Fail and you're out on your ear. Succeed and you're on your way to the aircraft carrier USS Nimitz – one of the privileged few to become an F-14 fighter pilot.

There's a whole array of different controls: as well as the more usual speed up/slow down, rudders etc, there's a choice of four different types of armoury, including the Phoenix AA missile, exclusive to the US Navy, and the more common Sidewinder. More unusual are the keys to authorise firing and send a warning message to hostile aircraft.

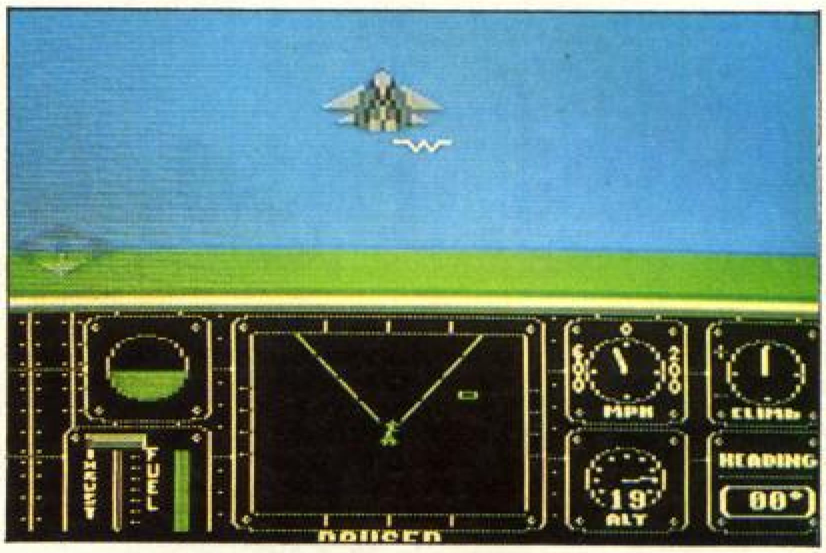
After each sortie, you are transferred to the USS Nimitz, where the Admiral will advise you on your performance and future prospects, as well as whether you're going to receive a medal or get promoted. Make a right mess of everything by crashing or ejecting though, and you'll find yourself bobbing in the sea, up against a court martial or even rotting in a Middle Eastern prison. And you won't need your after shave in there, me old son.

Decorations and promotion (you start out as an enthusiastic but 'wet behind the ears' Ensign), as well as less favourable reports, can be saved to a log for ongoing play and so affect your position in the ranks.

Eat you heart out, Tom.



You just have to take one look at the technical simulation-style packaging to see that this hasn't been designed with your average arcadester in mind. Pity, because your average arcade player is likely to get a lot more pleasure out of this than a simulations freak. The presentation's pretty nifty, with lots of little inbetween action features – but when you get down to the gameplay there isn't really enough there to involve an experienced hard core simulation fan.



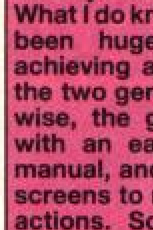
▲ You're into fast cars and fast food – now grab hold of a fast plane and blast dem enemies



I've never been the world's greatest simulator freak – normally I end up marvelling at the technology but getting a bit bored by all the different regulations and controls. Not in F-14 though. It didn't take me that long to get the hang of the controls and after half an hour or so I actually started to enjoy the game. And that's what this is, really – a game, not a simulator. The graphics are competent and the sound's pretty adequate, but when you get down to the actual flying, there just isn't that much simulator there. Great if you're a bit of an ignoramus as far as flight sims go but not if you're the kind of experienced well-hard simulations ace likely to want a product like this. Oh well . . .

▼ Looks like somebody took a wrong turning somewhere, doesn't it?





Unlike Stealth Fighter **et al,** F-14 Tomcat **is much more arcade orientated than the norm. Whether this is to attract a wider audience than hard-core flight simulators usually receive I don't know. What I do know, is that it hasn't been hugely successful in achieving a balance between the two genres. Presentation-wise, the game is excellent, with an easy to understand manual, and loads of different screens to represent different actions. Sound isn't exactly fantastic, and enemy plane animation could have been better, but that's still not my main gripe. Nope – the game just doesn't give any real challenge as a simulator. Controls which you'd think were standard aren't there, so realism is diminished. And when you get down to it, that's what counts in a game like this.**

PRESENTATION 87%
Concise, uncluttered manual. A wealth of options, backed up by animated screens. Pilot save option.

GRAPHICS 79%
While fill-in screens and cockpit displays are excellent, poor enemy animation and lack of ground objects disappoint. Movement is speedy and fluent, though.

SOUND 46%
A couple of tunes and some so-so jet and explosion noises.

HOOKABILITY 79%
Its simplicity of play will appeal to most players.

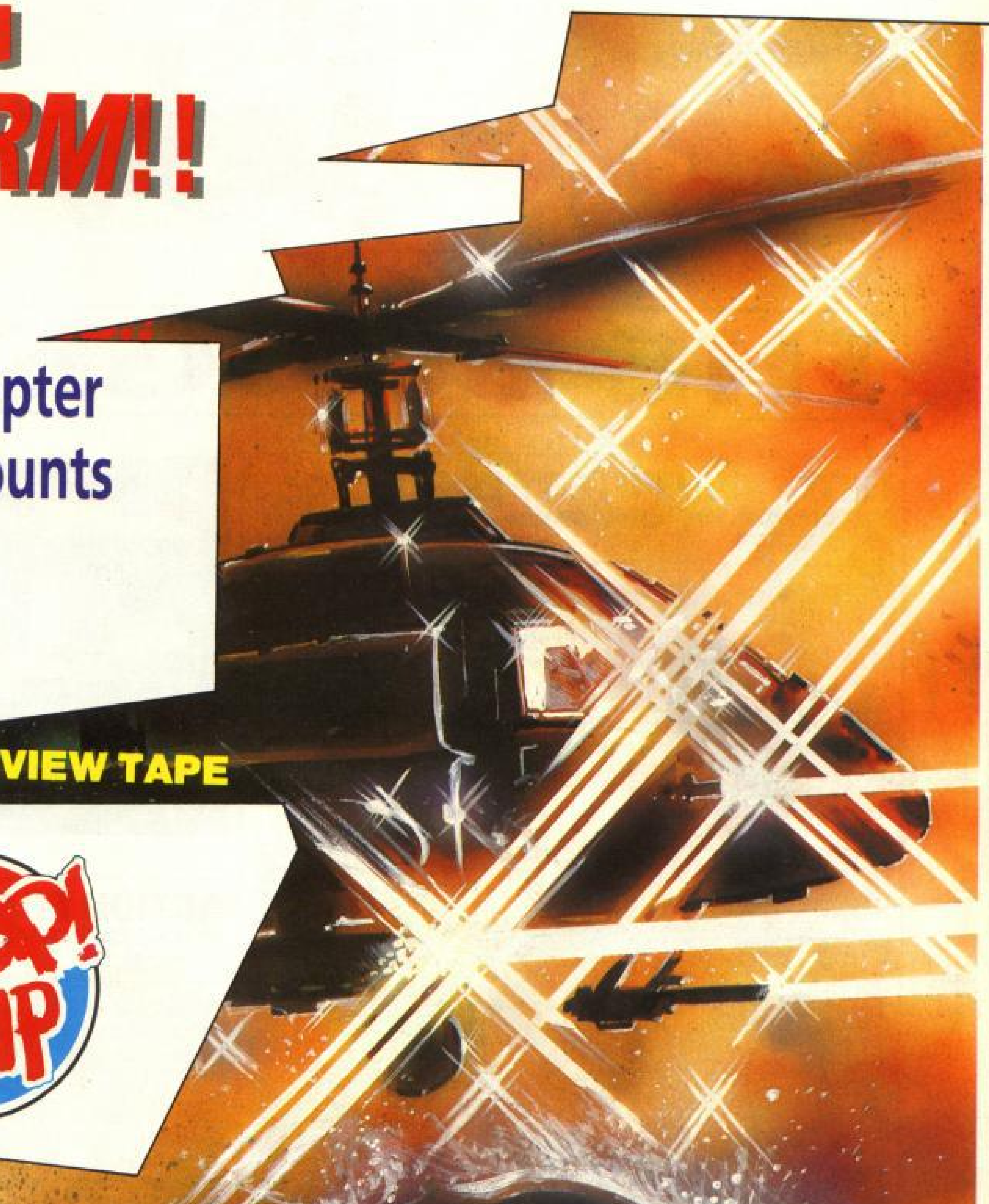
LASTABILITY 58%
Lack of content ensures eventual loss of interest from simulation fans.

OVERALL 67%
An attempt to combine arcade popularity with simulation skills which doesn't quite hit the mark.



RIDE THE SKIES WITH SIZZLING *SILKWORM*!!

Take a trip in a 'copter and win vast amounts of games from Sales Curve!!! Hurrah!!



ZZAP! COMP

Super **Sales Curve** shoot 'em up *Silkworm* sizzles sexily (now try saying that while gargling with pond water . . .) this issue with the incredibly dead brill scores of 91% on the 64 and 93% on the Amiga! *(Naaayayyah! Guurrhghr! – Kati)*

Cor, don't you just wish you could have a copy of your very own - free?! *(Oooo, yus please! – five billion ZZAP! viewers)* An' don't you just wish that someone would take you and your bestest mate up in a helicopter just like in *Silkworm*? And wouldn't it be mindblowingly thrilling to have a day out with Sales Curve and the programming team **Random Access** playing their arcade machines and seeing the four up 'n' coming Sales Curve titles: *Gemini Wings, Ninja Warriors, Continental Circus* and *Shinobi*.

It would, without doubt, be spiffing. So it's quite a coincidence that ZZAP! have teamed up with Sales Curve to offer these prizes in this, the one and only-ish, *Silkworm* comp! The lucky first prize winner, and their friend or parent, will spend a day in London with Sales Curve. And this is what you'll be gettying up to . . .

- A helicopter trip over London!!!
- Meet programmers Random Access !!
- Play on the arcade machines!!
- See *Gemini Wings, Ninja Warriors, Continental Circus* and *Shinobi* being programmed!!!
- Get a copy of *Silkworm*!!!
- Win the other four games when released!!!

What a package! (Gnuk gnuk!) For TEN not-so-lucky-but-still-quite-lucky runners up Sales Curve are offering copies of all five games as they are released through the year from **Virgin**.

To win, answer the three questions and bung your answers on a postcard or on the back of a sealed rotor blade and send it to: **I'M SILKY, FLY ME COMPETITION, ZZAP! TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB**, to arrive no later than **May 11**. Have a 'nice' day.

1. Which Renaissence artist/inventor dreamed up a prototype helicopter, but everyone thought he was bonkers?
a) Clive Sinclair b) Leonardo da Vinci c) Maff

2. Which helicopter specialises in sea rescue?
a) Sea King b) Wasp c) Thunderbladder

3. The C64 Silkworm soundtrack was written by:
a) Ben Daglish b) Bros c) Rob Galway

Cor Blimey!

THE BUDGET BIT!

LITTLE COMPUTER PEOPLE

"I'M ONE!"

Ricochet, £1.99 (Rerelease)
Reviewer: Paul

All the things that go wrong with C64s were explained a few years ago when a lone programmer by the name of David Crane discovered a little person living inside his computer. Intrigued by the little chap he decided to encourage him to come out of hiding by building him a house, furnished with all mod cons, such as his own micro, a record player, TV and a piano. As it turned out, these LCPs (as they are known) are very friendly, enjoying the odd conversation or a dance. But remember – you've got to keep them fed well or they could turn ill.

All the initial reviews of the *Little Computer People Discovery Kit* were of the disk version, which has a lot more depth than the tape version. Not that it was a bad thing releasing it on tape, as tape users shouldn't really be excluded. If you haven't seen it before and you like pets then it is worth checking out, but the lasting appeal may be a little limited.

OVERALL 82%





ACTION FORCE

M.A.D, £2.99 (Rerelease)
Reviewer: Kati

The forces of Cobra have attacked the small, peaceful island of Botsneda. The civilian inhabitants of the island have been evacuated, but the speed of the operation resulted in vital information being left behind in the Eastern sector. The Cobra force presence intensifies, making it necessary to send in an attack force to retrieve the information. This is a job for *Action Force*. You play the part of Wild Bill, ace helicopter pilot, and you must protect the AWE Striker vehicle on its journey across the island, blasting obstacles in its path and defending it from airstrikes.

Once I'd worked out what the hell was going on in *Action Force* I realised that there wasn't much to do other than blast bits off the scenery and crash into the enemy aircraft. Yes that *is* right, crash. Your ship takes so long to turn that they've hit you before you even face them. Success is more luck than judgement – not the perfect strategy for any game; and it's this factor above all that makes *Action Force* not worth spending too much time over.

OVERALL 49%

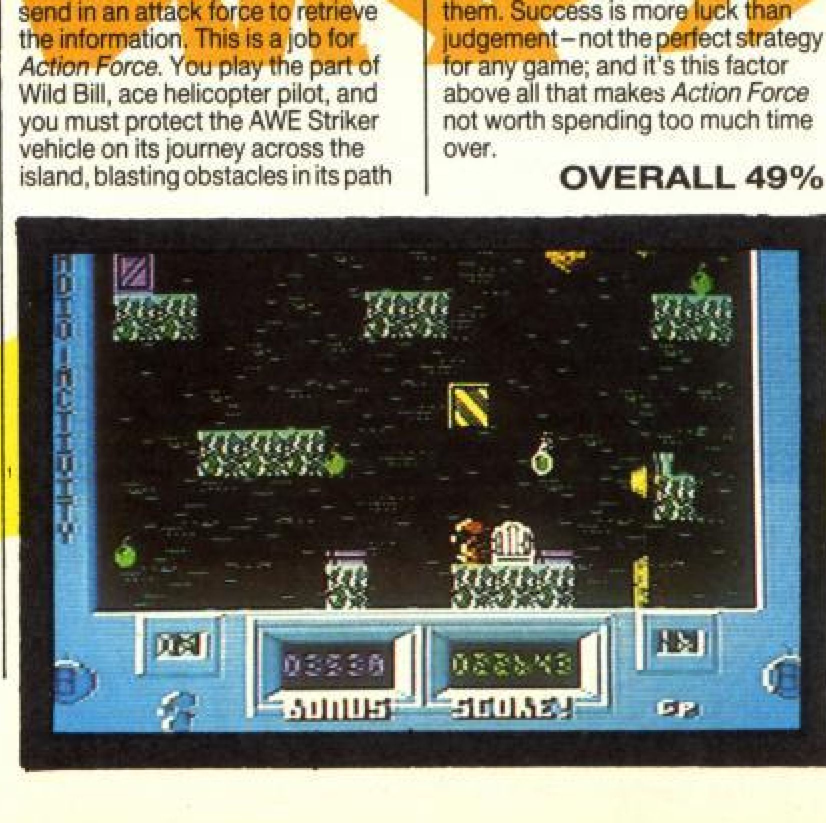
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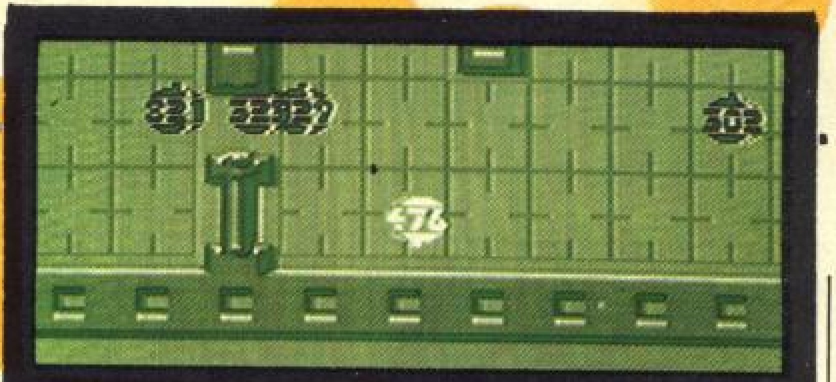
Mastertronic, £1.99
Reviewer: Maff

A very dangerous situation has arisen: a terrorist group has planted bombs throughout a nuclear processing plant, which could cause it to explode, taking most of the Northern Hemisphere with it. Only you can save the day: you must enter the plant and return the fusion cells to their protective container by catching them and making them follow you. This must be done whilst dodging falling rocks that cause the cells to escape and defusing the terrorist bombs before they push the radiation level sky high.

And that, basically, is it. That's all the game consists of – catching the cells and putting them in a box. Exciting eh? Well, no: it's dead boring. All the levels look very similar, with small, bland sprites and platforms depicting the repetitive action. The only way that the levels get harder is in the increasing number of cells to collect. Hardly compelling gameplay in anyone's book; a poor release even at two quid.

OVERALL 32%





HEAVY METAL PARADROID

Rack-It, £2.99 (Re-release)

A message has been received from a fleet of space freighters in the depths of space. The droids aboard eight dreadnought ships have malfunctioned and trapped the remaining crew members on the bridge. The message was intercepted three days ago and the trading council don't hold out much hope for the survivors . . .

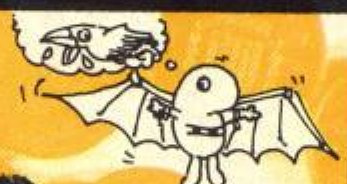
The only thing to do is to beam in a remote controlled influence device to look around. This is a floating helmet-type machine that can plug into and control other droids.

Early evidence gleaned from probe droids has shown that all life on the ships has been destroyed, so the only thing left to do is to clear the ship of all robots. This can be done by shooting, ramming or taking over a droid. The influence device is armed with lasers but other weapons can also be used.

To take over a droid, a subgame is entered, which consists of circuit-like lines joining a central section, which must be changed so that the majority of it appears in your colour.



Just when you think a game can't get any better, a company releases another version that improves on the theme. The original Paradroid **was an amazing game, and when the fast version appeared on the** Uridium+ **double pack I thought that it was the ultimate version. Now we have the Heavy Metal edition, complete with superbly hard looking walls and title screen – and it only costs three quid! How can anyone afford to be without a copy of** Paradroid **now? I'll tell you – you can't. Go and buy it immediately! Now then, Hewson, how about an Amiga version?**





This has got to come close to winning the 'Greatest 64 Game of All Time' award. The graphics are hard and well drawn with ultra-smooth scrolling, the sound amazingly atmospheric and the gameplay incredibly compulsive. The game hardly seems to have aged in the three and a half years since its release, probably due to the refinements that have been added as it has gone along. The revamped price of £2.99 helps as well, pushing it head and shoulders above other games for value alone. Even if you've got the other versions, it's worth checking this out, if only to complete the collection – and what a classic collection it is!

PRESENTATION 94%
Excellent layout, superb 'techno' appearance, brilliant introductory instructions, very neat in-game touches. And don't forget the great loading sequence!

GRAPHICS 89%
Smooth scrolling and decks now in two shades of metal! The sprites are more functional than amazing.

SOUND 82%
Brilliant warbling robots and effective laser noises.

HOOKABILITY 87%
A little difficult to get into at first.

LASTABILITY 98%
Once you get the hang of things the action will keep you hooked for weeks – and you'll be playing it now and then in the years ahead.

OVERALL
97%
A game no 64 owner should be without.

TURBO ESPRIT

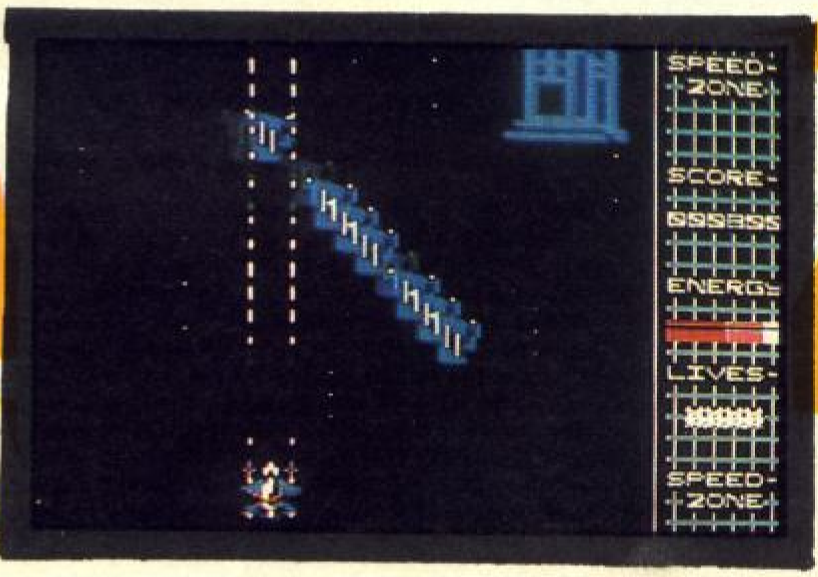
Encore, £1.99 (Rerelease)
Reviewer: Gordon

Trouble is brewing in the city: word has it that a gang is planning to move a huge drugs shipment into its heart. You (who else?) must drive your Lotus Esprit Turbo through the streets tracking down the gang members, ready for the exchange. Your onboard computer can help you by locating the gang's vehicles on a street map, but it's up to you to dispose of them by shooting or ramming, always keeping an eye out for civilians!

This is one of the most boring games I have ever played. Driving down a seemingly endless straight road for about half an hour, waiting for a drugs exchange that never happens is not my idea of fun. The whole thing is depicted using some abysmal graphics and worthless sound effects . . . in fact, put plainly, it's rubbish. Avoid – or you'll regret it.

OVERALL 9%





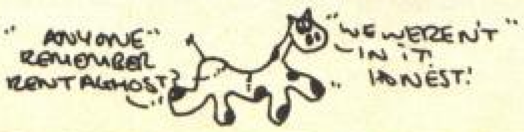
SPEEDZONE

Mastertronic, £1.99
Reviewer: Maff

Stories have been around for many years about the Bermuda triangle – the area of sea where things disappear mysteriously without a trace – and now a similar anomaly has been found in outer space. Many ships have vanished without leaving a clue: no messages have been intercepted and no wreckage found. The first ship to be lost was a freighter of the Sarek-Kholinor line and the anomaly was named after it. Scientists have decided that they want to know what lies within the SK Anomaly, so YOU are sent into the *Speedzone*.

What a terrible shoot 'em up this is! The graphics are simply awful, the sound is hardly there at all and the gameplay . . . ugh! Thrashing a messy spaceship around, blasting even messier enemy spaceships isn't my idea of fun at all; one game of this is enough to convince you how bad it really is. What's the phrase? Ah yes, 'A waste of tape'.

OVERALL 10%





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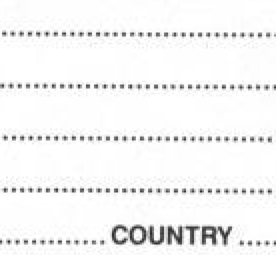
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The PREVIEWS

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AAARGH! (Melbourne House)

Stomp! Thud! Growl! And other monsterish noises! It's been almost a year since the release of Melbourne House's nasty creature game which was one of the first to demonstrate the Amiga's graphics. Now *Aaargh!* is due for release on the 64 so that 8-bit users can sample the delights of burning forts, destroying island villages, crumbling mountainside towns, smashing ancient temples and eating lots of people (very pleasant, I'm sure).

All of this is completely justified, you understand, as the point is to defeat the enemy monster and steal his eggs to allow access to the heart of the sacred mountain. Does that justify eating people? We're not sure. Nor are we sure what the gameplay's like, now that the flashy graphics have gone (they don't look too promising above, do they?) Check out the review soon, babeeee.





LORDS OF THE RISING SUN (Cinemaware)

Hands up all those people who remember the TV series *Shogun*. Ooh! That many eh? Hold on, I can't keep this up. I'm talking to myself here. Anyway, back to the acting . . .

Cinemaware's new game is based on the same sort of thing as *Shogun*, wheeling and dealing and fighting and something elsing in the far East. You play the lead character in a simulation of a Civil war in Twelfth Century Japan. Your father has been killed by the Taira clan, your bitter rivals, who have gone on to subvert the Emperor.

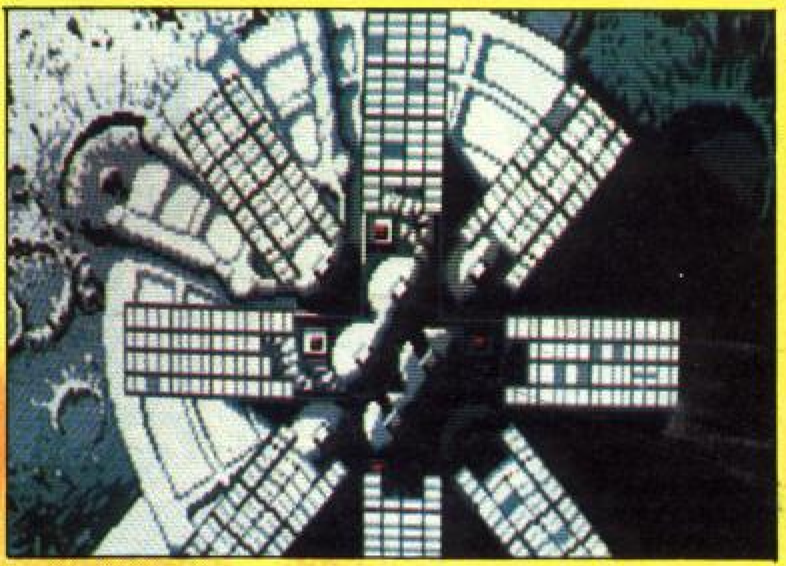
The game takes place in realtime with you in command of Samurai armies, fighting Ninja troops and negotiating alliances with other clans. Can you succeed in defeating your enemies and become Shogun or will you be forced to commit Hari kari? No prices are known as yet, but it should be available on the Amiga pretty damn soon, with a 64 version to follow.

FORGOTTEN WORLDS (Go!/ Capcom)

Right, what do we know about this one? Well the game is to be converted from the Capcom arcade machine of the same name and features two hard men who like nothing better than flying around blasting several shades of sausage out of things.

The format is similar to *Sidearms*, with the addition of weapons purchasing and selection sections and a rather nicely done large dragon. It's all set on some planets somewhere, but we can't rememer where . . . HAHA! From what we've seen the sprites are quite nice, as you can see from the Amiga screenshot, but you can't see the smooth player animation and scrolling, so you'll just have to wait for that. Expected prices for the 64 are £9.99 on cassette, £14.99 on disk with the Amiga disk costing £19.99, but this could change by the time the game is released. And that, as Orson Welles once said to his dog, should be any day now, Rover.



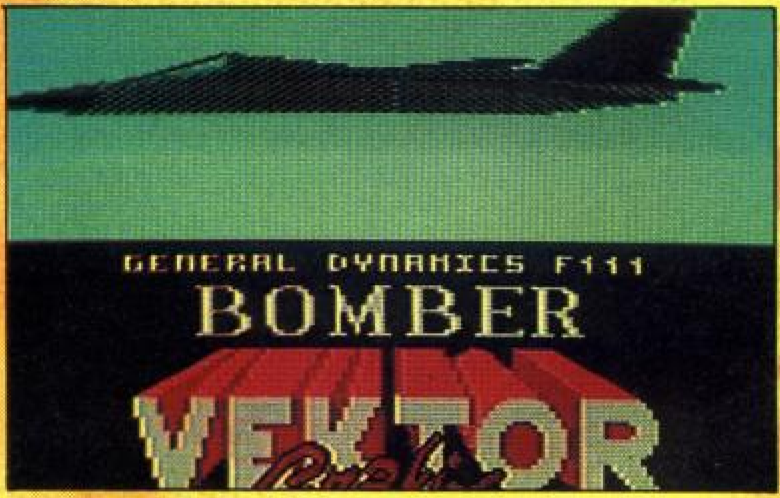


MILENNIUM 2.2 (Activision)

Set two hundred years in the future, *Milennium 2.2* details the story of a small group of human colonists on the moon. Why did they choose the moon? You can't grow vegetables there. Oh well . . .

The rest of the human race has been wiped out by a meteor striking the Earth, destroying the atmosphere and turning the planet into an uninhabitable rock. The martians see this as an opportunity to take over the planet, but the colonists must be wiped out first. The remaining humans believe that they can reconstruct the Earth's atmosphere, but they must hold off the Martians long enough to complete their task.

Actually, we were promised *Milennium 2.2* for review this ish, but Activision changed their minds. After much persuading, they said we could have it after all . . . then changed their minds again at the last minute. AAAARGH! *(Sound of heads being bashed against walls).* Anyway, it should be available on the Amiga any day now, at a price of £24.99. Until then you'll just have to make do with a screenshot, I'm afraid. Boo!



BOMBER (Vektor Grafix)

Vektor's latest project is being programmed under license from Activision. Rather than a conversion, the game is an original title based on the tried and tested flight simulator format. *Bomber* pits you in a head to head contest with another plane. Zoom! Argh! Dakka-dakka!

Your craft can be selected from a menu which includes Tornado, F-15 Strike Eagle, F-4 Phantom, F-111, Saab Viggen and a Mig 27 Flogger. The opponent can also vary, selected from a menu of 14 adversaries. Accordg to Vektor, the planes will all be different, right down to their handling characteristics. The basic concept came from the USAF Strategic Air Command demonstrations involving planes from various forces, but it's now been taken a few years into the future with planes armed to the teeth ready to blast each other's gonads out of the skies.

You can't really get an idea of the 3D effect from the static screenshot above, so you'll just have to grab a look at the actual game when it appears on the 64 and Amiga.


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